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Official
Australian

PlayStationTM

Magazine 35

JUNE 2000 \$11.95

CHILLING!

COLD FEAT

IN COLD BLOOD

WE'VE PLAYED THE COOLEST GAME AROUND!

**EVERY NEW
PLAYSTATION
GAME**
REVIEWED & RATED INSIDE!

EXCLUSIVE!

MO' HAWK

TONY HAWK'S PRO SKATER 2:
HEAPS MORE TRICKS
HEAPS MORE SKATERS

EXCLUSIVE INTERVIEWS WITH THE
CREATORS AND MR HAWK HIMSELF

SCOOP!

PS2 RESISTANCE

WIPEOUT FUSION, THE GETAWAY,
F1 2000... ALL THE LATEST
PLAYSTATION 2 NEWS

AND NO, THE MILITARY
ISN'T GOING TO BAN IT!

FIRST!

L.A. STORY

THE GREATEST PLAYSTATION
SHOW ON EARTH!

PSM REPORTS FROM E3 IN
THE U.S. ON WHAT YOU'LL
BE PLAYING VERY SOON

(WARNING! THIS FEATURE INCLUDES
PICTURES OF SCANTILY CLAD WOMEN)

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"START THE DAY WITH AIR TROOPS, INFANTRY
AND 8 ESSENTIAL VITAMINS" - SARGE



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on the cd



TURN ON, TUNE IN, INSERT DISC, WATCH OUT...

MediEvil 2 **Playable**

Prepare to do battle at Sir Dan Fortesque's old abode – the museum.

Urban Chaos **Playable**

Free the hostages from the gangs overrunning the city and then get out alive.

Everybody's Golf 2 **Playable**

Hit the green with up to three of your mates and putt away.

WWF SmackDown **Playable**

Four large, smelly men to throw into the ring to do whatever they do...

UEFA Champions League **Playable**

Play Manchester United Vs Chelsea in single or two-player mode.

Colin McRae Rally 2.0 **Video**

A teaser of what Codemasters has in store for you. Can you handle it?

World Touring Cars **Video**

Be a part of this year's World Touring Cars championship spectacular.

Muppet RaceMania **Video**

Finally the Muppets have arrived on PlayStation – check out their madcap mayhem.

Spider-Man **Video**

One of the world's greatest comic characters swings onto the grey box in a 3D action-adventure.

Star Ixiom **Video**

Rick back and enjoy the ride of your life with your heavily armed star fighter set to auto-pilot.



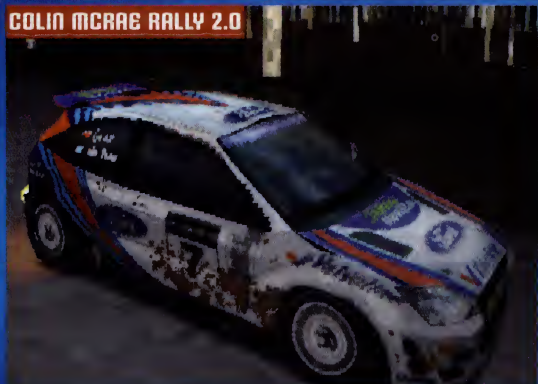
colin|mcrae|rally|2.0



PLAYABLE!
MediEvil 2
Urban Chaos
Everybody's Golf 2
WWF SmackDown
UEFA Champions League

ON VIDEO
Colin McRae Rally 2.0
World Touring Cars
Muppet RaceMania
Spider-Man
Star Ixiom

PlayStation



War...

What is it good for? Well one thing it's pretty handy for is a bit of news coverage. There I was one Wednesday night a few weeks ago, *The Panel* had just finished and I was considering whether to have a quick game of *ISS Pro Evolution* before turning in for the night, when Sandra Sully comes on to tell me that if I got myself a couple of PlayStation2s, I could launch cruise missiles and have a pop at taking over the world! Not bad. We already had one PlayStation2 at work, so if I could get myself another, then world domination would only be a matter of days away. Surely it has to be a better option than waiting another 30 years for my pension.

A few weeks on, and I've realised that it probably isn't going to happen (which is a shame, as the world would be a better place under my rule). Okay, so the PlayStation2 has a powerful processor, but so have many computers around the world. It's got to be far more likely that a few mad professors huddled in a lab under the control of a mad dictator are likely to try and start global conflict than a couple of mates with a PlayStation2 each. Having said that, the Japanese government have still banned people from taking more than one PlayStation2 out of the country at any one time, so you never know.

Until the world ends, content yourself with this month's issue. We have a first play of *In Cold Blood*, an in-depth feature on *Tony Hawk's Pro Skater 2*, a packed news and tips section, and all the latest PlayStation2 news! Enjoy!

Rob Leary



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Planet PlayStation



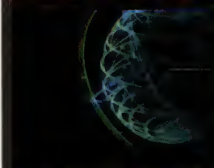
E3 REPORT

8



THE LEGEND OF DRAGOON

13



FINAL FANTASY MOVIE

14



SHANE WARNE CRICKET 2000

18



GT2000

16



CHASE THE EXPRESS

21



DESTRUCTION DERBY RAW

22



BEST SOCCER GAME EVER

24



STAR TREK: INVASION!

25



X-MEN: MUTANT ACADEMY

30

PREPLAY

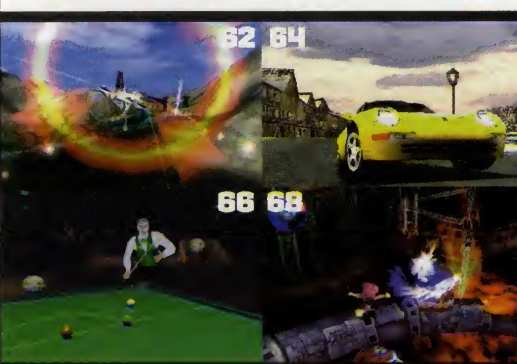
52



- 52 In Cold Blood
- 54 Vagrant Story
- 56 Rayman 2: The Great Escape
- 58 Alundra 2
- 58 PrePlay roundup

PLAYTEST

61



- 62 N-Gen Racing
- 64 Need For Speed: Porsche 2000
- 66 Jimmy White's 2: Cueball
- 67 Legend Of Legaia
- 68 Tombi 2
- 69 Rally Masters
- 70 BattleTanx: Global Assault
- 71 Rescue Shot
- 72 Bishi Bashi Special
- 73 Street Skater 2
- 74 Gauntlet Legends
- 74 Hydro Thunder ... and many more!

REGULARS

- 32 Back Issues
- 33 Subscriptions
- 34 Feedback
- 83 No Worries
- 99 It Should Be A Game
- 102 Take Up The Challenge
- 103 Most Wanted
- 106 Grey Matter
- 110 CD Instructions
- 113 Next Month

44 TONY HAWK'S PRO SKATER 2

DOIN' AIR TIME WIT' TRICK MASTER TONE



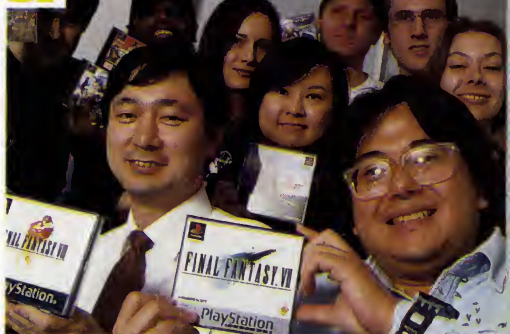
28



27



31



FEATURES

- 28** 100 things to put off your mates whilst playing PlayStation.
- 27** PSM reveals the quirky guys behind the horror that is *MediEvil 2*.
- 31** Square – turning Japanese into English.
- 88** Euro PS2: The games in development for the PlayStation2's PAL launch.
- 86** Part I of our superlative *Gran Turismo 2* playguide.
- 92** *International Track & Field 2* tips and button bashing techniques.
- 114** Famous Last Words – Limp Bizkit.

38



92



114





[PLANET PLAYSTATION]

RICHIE YOUNG JETTED OFF TO LOS ANGELES FOR THE ELECTRONIC ENTERTAINMENT EXPO THAT IS E3. POUNDING THE PLAYSTATION-RICH FLOOR SHOW, HE FIRED OFF A WHIRLWIND OF QUESTIONS AT GAME DEVELOPERS AND BROUGHT BACK A SUITCASE FULL OF GOODIES. NOTHING CAN WIPE THE GRIN OFF HIS FACE...

Y'all come back now y'hear?

THE MIND-BLOWING SPECTACULAR THAT IS E3



[1] PlayStation dominates E3. [2] PSM's Richie Young and Steve Polak hanging loose in Hollywood. [3-4] A gamer's paradise!

Prepate yourself. E3 2000 has marked yet another increment in the world of gaming. With an unprecedented 2,400 new titles on display (and a handful of unannounced titles behind closed doors), E3 is a fine reflection on the healthy state of the industry.

The PlayStation and PlayStation2 dominated the floorspace and crowds. Big announcements, brand-new software and third party support were all expected, and after travelling halfway around the world for an army of international media, it's a good thing that the game publishers were able to deliver.

Apart from the catalogue of cool games that await us, the question on everyone's lips was when the PS2 could be expected to hit foreign shores. PSM is happy to report that a date was announced. Get your diaries out folks... The PlayStation2 is scheduled for an Australian launch date of October 26, 2000.

It shall be a truly beautiful day!

There was a strong presence of PS2 software at the show. Rest assured that when October 26 rolls around, there will be a myriad of titles to choose from – not 10 like the Japanese gamers were presented with on March 4.

Amongst the new titles on display were *Wipeout Fusion*, *Unreal Tournament* on linked PS2s, and breathtaking footage of

Metal Gear Solid 2, which caused hysteria at every screening.

Lorne Lanning of *Oddworld Inhabitants* sat with PSM for a private viewing of the unfinished *Munch's Oddysee*, which is looking hot. It may wipe out all before it and be one of the first games to fully utilise the (still) relatively untapped power.

One of the most promising titles of E3 was Eidos' *Time Splitters*. This first-person shooter did not appear on the show floor but PSM managed a sneak-peak behind closed doors. This futuristic game is still in its early stages but is already looking particularly impressive. Much of the team responsible for *Time Splitters* are from Rare who brought *GoldenEye* and *Perfect Dark* (N64) into the world. Watch out for this forthcoming gem!

As PSM has previously suggested, strong support for the grey box will continue. Rest assured that there will be plenty of new titles to play, and with the quality of what was showcased, there really is plenty to look forward to.

Missing in action was the PocketStation2. Rumours were thrown about prior to the expo, but such a device wasn't to be found.

Aside from the much-expected stinkers, there were numerous exciting new titles and highly anticipated sequels. The PlayStation games that made the biggest impact at the show were *Tony Hawk's Pro Skater 2*, *Final Fantasy IX*, *Spyro: Year Of The Dragon* and *Driver 2*.

Watch this space and check out next month's issue for a comprehensive E3 wrap-up!

TOP 10 TALKING POINTS

1 PlayStation2. Both the Southern and Western Halls were adorned with massive PS2 displays, greeting every visitor upon entrance.

2 Metal Gear Solid 2. Solid Snake is going to love his new life on the PS2. He looked so realistic he stopped thousands of gamers (including Dreamcast fans) in their tracks!

3 Munch's Oddysee. This is shaping up to be an early PS2 classic. Everyone at E3 was dying to see this baby first-hand. We did. And we're never washing our eyes again.

4 GT2000. Inching closer to the finish line and becoming a probable launch title, the *GT2000* booth was a huge crowd puller, keeping some racers happy for the entire duration of E3!

5 Macy Gray at the Sony Party. Sony sure knows how to throw a celebration bash. Ms Gray was even cooler than she was at the Logies...

6 Tony Hawk's Pro Skater 2. Tony was on hand to demonstrate the new incarnation of his game. Wicked new tricks and combos even make the original look a tad dated. Can you believe it?

7 Gary Coleman. Some publishers at E3 have an unnerving reputation of getting obscure '80s celebrities to help plug their games. Infamous tyke Gary Coleman (*Diff'rent Strokes*) was on hand for a *Dead Or Alive 2* challenge. The little fella pulled the biggest crowd of all! We couldn't resist and promptly kicked his butt.

8 Unreal Tournament. Yes, it really, really is. Unreal, that is.

9 Pokémon. As far as PSM is concerned, Pikachu and his mates took up a little too much floor space. Repeat after me, PlayStation, PlayStation, PlayStation!

10 Lara Croft. The new Lara Croft is 16-year-old British model Lucy Clarkson. She quickly rekindled our interest in all manner of *Tomb Raider*-related things...



Career's going well then, Gary?

PHOTOGRAPH BY GUNDA RICHIE YOUNG

WYAM





GAMING TAKES CENTRE STAGE

THERE'S NO BUSINESS LIKE SHOW BUSINESS

Tinsel Town turned on its brightest lights for three glorious days from May 11-13 to greet thousands of industry representatives from around the world. Videogaming has become the fastest growing entertainment industry and is now set to surpass silver screen box office takings in dollar value. This year alone, videogames are set to generate worldwide revenues exceeding US\$7 billion.

PlayStation had a particularly strong showing, boasting over 60 new PS2 titles and breaking the 100 mark for the PlayStation. It's now estimated that 72.92 million PlayStation consoles are in homes around the world, and that number is still rising!

With the enormous impact that the PlayStation2 is set to create, E3 now commands plenty of media attention.

Interest in E3 now goes beyond those involved in interactive entertainment. Amongst other non-gaming-related mediums, stands had information on breakthroughs in music technology. Furthermore, movie types, superstar producers and Hollywood special effects wizards were all noted in attendance and were seen checking out the latest wave of high-end entertainment.

With the world's attention firmly entrenched on where interactive media technology will lead home entertainment, E3 has all the trimmings to rival a premiere at Mann's Chinese Theatre in downtown Hollywood. This is a far cry from the humble beginnings that the gaming industry was more accustomed to in recent living memory.

Anyone remember the show *Beyond 2000* from the '80s? Going by what was on offer at this year's E3, we can assure you that technology is already way cooler than that.

"VIDEOGAMING HAS
BECOME THE FASTEST
GROWING ENTERTAINMENT
INDUSTRY..."



[1] Kazuo Hirai (SCEA), Chris Deering (SCE), Phil Harrison (SCEA) and Andrew House (SCEA) at the PS2 press conference. [2] PS2 rocks on. [3] Richie kicks back with *Colin McRae Rally 2.0* producer Guy Wilday.

The general consensus of the entertainment industry is that the PlayStation is forging ahead as the best machine, with strong software across the board.



THESE ARE JUST A HANDFUL OF THE MORE PROMINENT GAMES THAT APPEARED AT E3 THIS YEAR. BE SURE TO CHECK OUT NEXT MONTH'S *PSM* FOR A WRAP-UP OF EVERY SINGLE PLAYSTATION AND PLAYSTATION2 GAME THAT HIT THE STANDS AT E3 2000!

PS1

SPYRO: YEAR OF THE DRAGON



STYLE 3D platformer
DEVELOPER Insomniac
RELEASE November 2000
VERDICT The third platformer based on Spyro is looking the best so far. Plenty of new tasks and variety.

TONY HAWK'S PRO SKATER 2



STYLE Skateboarding sim
DEVELOPER Neversoft
RELEASE September 2000
VERDICT More combos, a 'manual' feature and insane tricks provide a superior edge.

VIP



STYLE 3D glamour action-adventure
DEVELOPER Halito
RELEASE November 2000
VERDICT Pammy looks great but tight panties and tongue-in-cheek gaming won't save her.

DRIVER 2



STYLE Underworld driving missions
DEVELOPER Reflections
RELEASE November 2000
VERDICT Forty new missions, four new cities and a 20 per cent increase in background polys. We like!

CRASH BASH



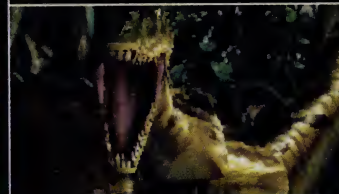
STYLE Multiplayer arena battle
DEVELOPER Eurocom
RELEASE November 2000
VERDICT Crash and his mates star in this battle game. Character controls need tweaking at this stage.

BILLABONG PRO SURFER



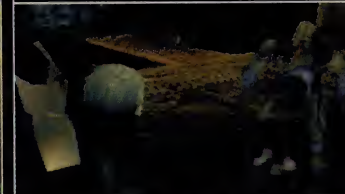
STYLE Arcade surfing
DEVELOPER Mattel
RELEASE Summer 2000
VERDICT Suffers from ugly graphics but the gameplay will please 'weekies' around the world.

DINO CRISIS 2



STYLE Survival-horror
DEVELOPER Capcom
RELEASE October 2000
VERDICT Regine is joined by new character Dylan. New options and abilities will outshine the original.

TENCHU 2



STYLE Third-person slesh 'em up
DEVELOPER Acquire
RELEASE August 2000
VERDICT A prequel to *Tenchu Stealth Assassins*. The ninj fighting plays well, and it has a good storyline.

SPIDER-MAN



STYLE 3D action-adventure
DEVELOPER Neversoft
RELEASE August 2000
VERDICT This Marvel-licensed game exhibits enormous freedom and smooth graphics. Promising.

SYDNEY 2000



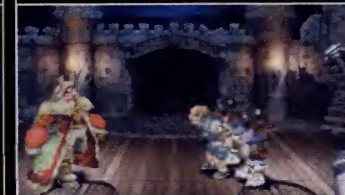
STYLE Olympics button basher
DEVELOPER Attention To Detail
RELEASE August 2000
VERDICT The best-looking athletics sim to date. Plays like you'd imagine. Bloomin' frantically!

LEGACY OF KAIN: SOUL REAVER 2



*STYLE 3D adventure
DEVELOPER Crystal Dynamics
RELEASE Summer 2001
VERDICT A load of improvements and new abilities. *SR2* will be a major title. A PS2 release is also likely.

FINAL FANTASY IX



STYLE RPG
DEVELOPER Squaresoft
RELEASE Late 2000
VERDICT All the brilliant visual and gameplay features you'd expect. Outclasses everything before it.

PS2

DARK CLOUD



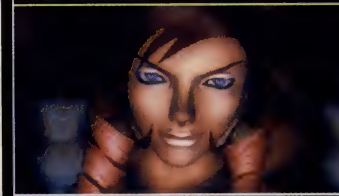
STYLE RPG
DEVELOPER Sony
RELEASE October/November 2000
VERDICT Create your own virtual worlds and follow an epic journey of a hero named Toran.

ONI



STYLE Anime action
DEVELOPER Bungie
RELEASE October/November 2000
VERDICT An ambitious PS2 title. *Oni* has massive levels and easy movement and fighting controls.

THE BOUNCER



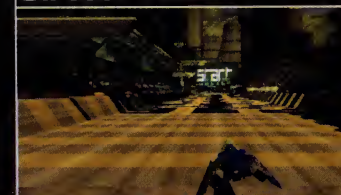
STYLE Seamless action battle
DEVELOPER Squaresoft
RELEASE Late 2000
VERDICT This highly anticipated game had our hearts ticking over with its amazing footage.

UNREAL TOURNAMENT



STYLE First-person shooter
DEVELOPER Epic
RELEASE November 2000
VERDICT One of the biggest PC hits will soon be available for the PS2. Looks end plays fantastic.

WIPEOUT FUSION



STYLE Anti-gravity racer
DEVELOPER Sony Studio Liverpool
RELEASE Late 2000
VERDICT Super-quick, frantic chaos. *Fusion* takes the *Wipeout* series to even greater heights.

THE GETAWAY



STYLE British underworld adventure
DEVELOPER Studio Soho
RELEASE Late 2000
VERDICT Extremely cool. Set in London's underworld, running footage showed a finely detailed city.

MUNCH'S ODDYSSEY



STYLE 3D adventure
DEVELOPER Oddworld Inhabitants
RELEASE Late 2000
VERDICT One of the best games at E3, it features all the beloved quirkiness of the Oddworld gang.

METAL GEAR SOLID 2



STYLE 3D espionage
DEVELOPER Konami
RELEASE Late 2001
VERDICT Only running footage was showcased but it was enough to tempt the crowds with its intensity.



The Eagle Has Landed

PSM REVEALS PLAYSTATION2 RELEASE DETAILS

On the eve of the opening day of E3, Kazuo Hirai (Sony America), Chris Deering (Sony Europe) and Ken Kutaragi-san (Sony Entertainment) were on hand to address the world's press and announce details of the North American and European PlayStation2 launch.

Both territories have been confirmed for an October 26 release, and SCE is working towards the same release date in PAL territories which includes Australia. If this move is logistically possible, it is set to maintain a simultaneous worldwide release outside of Japan.

"We'll be making all efforts for a local release to also fall on this date, but this depends of course, on other external constraints," Mr Wherrett said.

In what will be the biggest consumer product launch in history, new significant announcements were also made for our local PS2. Unlike the version that is available in Japan, the PAL console will

feature a rear expansion bay that will support new PS2 peripherals in a 3.5-inch hard disk drive and an Ethernet adaptor for quicker networking and Internet capabilities, and the DVD playback capabilities will now be built into the hardware and won't require Memory Card use. The features of the DVD player will still be upgradeable, however, with future firmware discs becoming available.

"The PlayStation2 will be the catalyst for the broadband revolution," Mr Hirai claimed, signalling that home entertainment is set for a new era.

Also present was President of Electronic Arts, Donn Matrick, who also believes that PlayStation2 and its broadband support would play a major role in converging the mediums of music, movies and videogames. "With PlayStation2, we're on the brink of another breakthrough that I believe will launch the golden era of videogaming. The traditional boundaries

of media will be bounded. Seamlessly." He added.

Pricing of the new machine has been set at US\$299, an important decision given the fact that the original PlayStation also debuted at this price.

Again, European and local pricing will also attempt to follow suit. Depending on various pricing considerations, we can also expect a similarly cheap price considering the superior technology of the new box. The PlayStation2 should retail for approximately AUD\$699 (the same launch price as the original console) but Mr Wherrett also tentatively hinted that an even cheaper price may be possible. PSM will keep you posted for more pricing news in the coming months.

In closing, Mr Hirai made a resounding and appropriate endorsement of the significance of the PlayStation2. "PlayStation2 is not the future of videogame entertainment. It's the future of entertainment. Period."

[1] Pammy gets virtual at E3. [2] *The Simpson's Wrestling* looks a little disappointing. D'oh! [3] *Tekken Tag Tournament* hits the ghettos of LA's South-Central... [4] *Buffy* pulled big crowds. [5] PlayStation forever. [6] *Driver 2* looked particularly impressive. [7] Buzz's batteries went dead mid-flight! [8] The girls of E3 couldn't resist being in the midst of our roving reporter's charm, wit and looks. (Cough, splutter... - Ed) [9] PS2 software had a strong presence. [10] E3 without Lara? Now that's absurd! [11] When word got out that there was a new *Tenchu* game at the show, America's ninja gaming freaks came from far and wide! [12] Anime is back, and with force! [13] PlayStation2 had the best floor position and displays in both main halls. Needless to say, we were totally stoked!





[PLANET PLAYSTATION]

YOU'RE A LEGEND

SONY'S FINAL FANTASY CHALLENGER ON ITS WAY

Developed in-house by Sony in Japan, *The Legend Of Dragoon* is an epic role-playing game spanning four discs. It weaves together a complex and engrossing non-linear storyline and offers over 80 hours of play for even seasoned RPG wizards.

The introduction features some of the most dazzling full-motion video we've ever seen, and throughout the game the visuals continue to amaze and impress, especially the huge spell effects. More traditional are the turn-based combat and the big selection of items, weapons and spells to collect.

The story tells of how in the beginning there was the Divine Tree from which all life forms were born. Species were labelled by number, the higher the number the more intelligent the life form. The 105th race was the Dragon, 106th Human, 107th Winged-Man and 108th the God called Virage.

Of superior intelligence, the Winged-Men stopped the birth of Virage and controlled the world using their special magical abilities for many years. But the enslaved Humans won their freedom from the Winged-Men when they discovered how to harness the spiritual forces of the Dragons and transform themselves into soldiers of uncommon ferocity – the Dragoons. Through a fierce battle, the Dragoon soldiers led Humans to victory.

Now 10,000 years after this ferocious war known as the "Dragoon Campaign", a new Dragoon story has begun, with you directing the action...



THE LEGEND OF DRAGON

レジェンドオブドラグーン™



screenest

DR HOLLYWOOD IS KNOCKING. LET THE MAN IN AND GIVE HIM A CIGAR!

Medal Of Honor

"They said the inner sanctum of the Nazi war machine was impenetrable. They were wrong."

Director
Steven Spielberg

The Plot
Towards the end of World War II, the Allies create the Office Of Strategic Services to conduct covert attacks against the German war effort from within. Celebrated pilot Jimmy Patterson is dropped behind enemy lines and, via a series of undercover operations, is ordered to infiltrate and sabotage a heavily-fortified Nazi base commanded by a notorious SS chief. The base is thought to be close to perfecting an atomic weapon. Patterson is assisted by a contact in the French resistance and a Nazi double agent working at the base. The course of the entire war hangs on the success of this mission.

The Pitch
It's a Bond movie – but with a World War II slant!

Green Light or Development Hell?
What Mr Spielberg wants, Mr Spielberg gets. DreamWorks produced the game, so surely he'd get first preference. The ideal conclusion to his World War II trilogy. *Schindler's List* – the dark side. *Saving Private Ryan* – hyper-real combat experience. This one – up close and personal with the unsung undercover heroes. Robert Carlyle's increasing stature would work well, Gabriel Byrne's good at being bad (*The Usual Suspects*, *End Of Days*), and surely someone of Spielberg's clout could convince Robert De Niro to knock up a turn as the OSS puppet-master. Lashings of period detail, much tension, plenty of Nazi perspective. A dainty mix of *Das Boot*, Bond and, well, *Die Hard*. Film now, please.



The Cast
Corporal Jimmy Patterson – Robert Carlyle (*The Full Monty*, *The World Is Not Enough*)
Nazi double agent – Willem Dafoe (*Born on the 4th of July*)
OSS commander-in-chief – Robert De Niro (*Taxi Driver*)
Attractive but intelligent French resistance woman – Juliette Binoche (*The English Patient*)
Evil SS commander – Gabriel Byrne (*The Usual Suspects*)



ELECTRONIC POSTCARDS FROM THE EDGE

Has Sony missed the turn onto the Information Superhighway?

In a hard-nosed business like the videogame industry, the standard tactic adopted in the face of superior rival technology is to ignore the big picture and pick holes in the little things. Which is why, when presented with a competitor whose new slab of gaming wizardry broke all records at launch, Sega representatives have criticised the PlayStation2 hardware for not being shipped with a modem.

Entertainment via networked devices - mobile phones, set-top boxes, PCs or consoles - is clearly the future and, on the face of it, Sony has faltered by producing a new machine incapable of communication unaided. By making PlayStation2 a modular system, introducing the base console first and then supplementing it with a modem to enhance its performance, Sony is flying in the face of conventional wisdom. That is, hardcore gamers may be willing to purchase upgrades to make their hardware sing sweeter, but the average man on the street simply will not buy into the pay-now-then-pay-some-more-later model.

Ask Sega themselves. Leading the 16-bit videogame boom in the early '90s, the company decided that it would not introduce a completely new system in order to take the phenomenon to its next level. Instead, it provided upgrade modules in the form of the Mega CD and 32X - two of the biggest flops in hardware history.

But Sony isn't thinking of PS2 in traditional console terms, which is why the Sega example should have little bearing on PS2's fortunes in this era of Web-based consumerism. Sony must now see PS2 in terms of a consumer-electronics device comparable to the television. And sales of TV add-ons in the form of VCRs and satellite receivers are hardly meagre, are they?

Tony Mott is editor of gaming bible *Edge*.

Go For Gold!

EIDOS TAKES TO THE PODIUM WITH SYDNEY 2000

The official *Sydney 2000* game is shaping up to be a button basher extraordinaire. The graphics look outstanding, and as previously reported, Eidos has signed local commentators like Bruce McAvaney to call the action. Special!

Importantly, *Sydney 2000*'s control mechanism is concerned with a lot more than raw power. Producer Nigel Collier told *PSM*, "There is something amazingly addictive about button bashing as a control mechanism. It's the most physical form of game control imaginable. We wanted to keep that action element for the events that require pure power, like the 100 metres, but we also wanted to balance the controls by introducing other events that require a sense of timing (diving), stamina (cycling), movement and direction (kayaking)."

In certain events, individual joypad buttons will control the movements of your athlete's left and right limbs, placing the emphasis on rhythm and timing. In the kayak event you must try to bisect gates while battling the foaming rapids. As the currents pull you

off course, you'll need to hit the correct button to stick the correct paddle in the drink and steer back to where you want to go. In the diving events, you'll need to perfect a button combo that buys you time in the air while you set yourself up for a beautiful splash-free entry. Meanwhile, skeet shooting is all about accuracy and keeping your view steady. Even in the 100m you've got to hit the correct-legged button to spring out of the blocks. Then you've got to keep your rhythm going if you want to ease home like Carl Lewis.

In the Olympic mode, your athletes enter the virtual gym where they build their strength for the trials ahead, and on top of the 5,000 polygon characters, huge rendered stadiums and realistic commentary, there's an opening and closing ceremony. However, first you've got to qualify by competing in three major competitions. Then you've got to beat off athletes from the 32 competing nations to make the final. If that all sounds too hard, then you can always compete in the straight finger-mashing arcade mode, or go head-to-head with your mates.

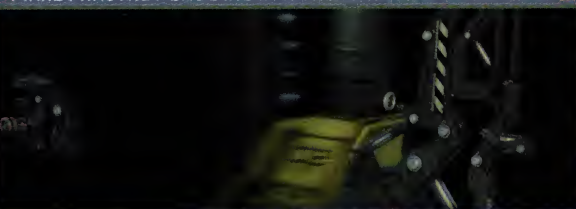


ATD is very proud of its new motion-capture technique, which really brings the athletes to life.

When they move.

Fantasy Becomes Reality

FINAL FANTASY SHOWING IN A THEATRE NEAR YOU IN 2001



Next year we will finally see the release of the highly-anticipated *Final Fantasy* movie. With an all-star (voice) cast including Ving Rhames, Donald Sutherland, Alec Baldwin, James Woods, Ming Na Wen and Steve Buscemi, *Final Fantasy* is an ambitious animation project by Columbia TriStar Interactive. Sony Pictures Entertainment and Square Pictures.

The story will be based on Earth in the year 2065 after the world's geography and population has been decimated, and those that remain must undergo an epic story of survival. And as is the case with the king of role-playing games, all of the games' themes have made it into the movie.

Working out of Honolulu, Square has appointed 150 computer graphic artists from around the world who have been equipped with high-end graphic workstations for the project. This team has now taken aboard many elements of CG art that have long been regarded as too difficult to reproduce. Amongst the greatest challenges faced by the team to date have been reproducing actual human skin textures, but all reports from Honolulu have indicated that the movie does look amazing. Watch this space for more details.



As you can see, the *Final Fantasy* movie is already visually spectacular.

Lara Croft

D'arci Stern



Has Lara been replaced as the PlayStation's "most identifiable babe" with *Urban Chaos*' D'arci Stern?

Tomb Raider: TLR	Game name	Urban Chaos
\$89.95 (NZ\$99.95)	Price	\$79.95 (NZ\$109.95)

After all these years, buxom Lara is probably still the flagship stalwart for PlayStation owners, but raiding hundreds of tombs and spending too long in the sun on her worldly journeys has taken its toll. *PSM* is of the opinion that Lara is looking a little 'tired'.

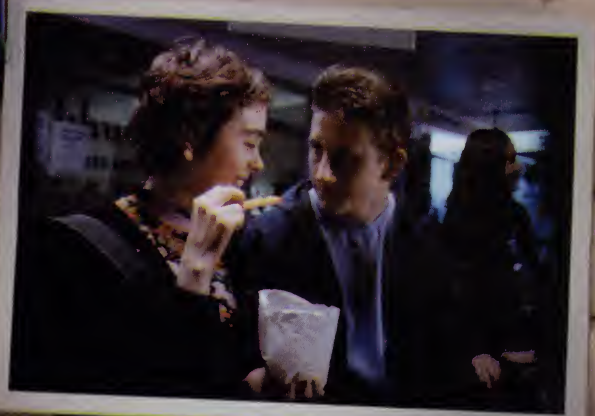
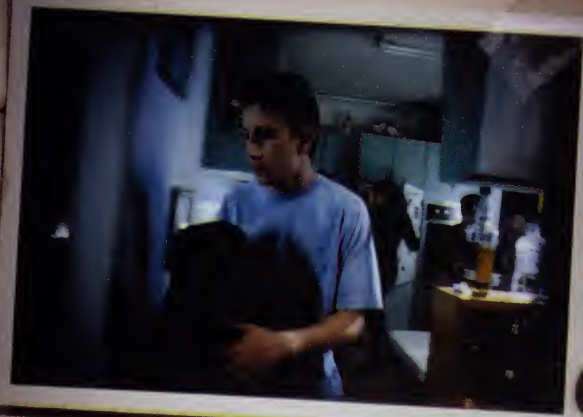
The low-down

D'arci Stern is the new gal on the block and she's definitely got the attitude to match. With her righteous dreadlocks, D'arci looks like she'd be one tough girl to tame, even with her big, glassy eyes innocently staring up at you. Not to mention her better firearms expertise...

With the expansive levels and sheer longevity of the *Tomb Raider* series, Lara exists in a more impressive game. But we reckon it's time for her to move over and make room for some new recruits.

Verdict

The star of *Urban Chaos*, D'arci is a copper by day, has the heart of a trooper, the street-cred of a gangster and the looks of a true babe. *Urban Chaos* is certainly a game worthy of your attention.



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Great Gran Daddy!

On-line gaming? Four-player mode? Bonus games? Polyphony's Kazunori Yamauchi opens up the hood of *Gran Turismo 2000* for PlayStation2.

While in Tokyo recently to marvel at the wonders of the PlayStation2, PSM took the chance to talk to the man who is *Gran Turismo* – Polyphony president and game director, Kazunori Yamauchi. Striding into Sony Computer Entertainment's Nakano offices with his PlayStation2 in a handy carrier bag, Kazunori-san casually plonked himself in front of the press to reveal the secrets behind *GT2000*.

Playing the demo using the Limber Evolution! with an understandably deft touch, Kazunori-san used his insider knowledge of the in-track cameras to plough around this, the *GT2000* version of GT2's Seattle long track, and show off those shiny new features – the improved car modelling, that gorgeous heat haze and the reflective nature of the Evo's car body. Kazunori fielded questions from the floor after his test drive.



The man himself... Kazunori-san poses for PSM.

GT2000 will have a strong focus on light.

Official PlayStation Magazine: What's the history behind this, the one-track PlayStation Festival demo?

Kazunori Yamauchi: This is the demo of *GT2000*, put together for the launch of PS2. [On the menu screen] you can see an MPEG2 movie in the background, and in the front is a polygon model – this is probably what you'll see in the final version. This car is created using approximately 4,500 polygons. Using PlayStation, it would not even be possible to display this one car.

PSM: What are the main improvements over GT2?

KY: The frame rate has increased and, as a result, the suspension has been enhanced. In *Gran Turismo 2* the frame rate was 30fps. This means 1/30th of a second between frames. This made it very challenging to work on the suspension. The suspension would jump because of the time lag. In *GT2000* the frame rate has gone up to 60fps. That means that because the time has shortened between frames, the suspension and the tyre performance have improved [and] I'm able to depict the cornering better. In *Gran Turismo 2* there was

a time lag of 1/30th of a second between the time that you actually input something on the controller, and when something happened in the game. That time has now been halved in *GT2000*.

PSM: What about the graphical improvements?

KY: I've implemented real-time environment mapping – you can see the actual road reflected in the car. I think the visual quality is around 20 per cent of what we would like to achieve. I hope to improve the visual quality of what you're seeing now by five times for *GT2000*. This is just the improved version of *Gran Turismo 2*, where I've added blur effects and real-time environment mapping. There are many more details that I would like to add, but this is just an improved version – I want to create something that is much more realistic. I can't go into details now, but I'm sure that you'll be impressed. I will also be able to use more of the CPU for the graphics. In addition to that, now that the car physics have been perfected, I would like to improve on the car behaviour.

Right now, you're looking at two million polygons





"I HOPE TO IMPROVE THE VISUAL QUALITY OF WHAT YOU'RE SEEING BY FIVE TIMES FOR *GT2000*"



Could you be playing *GT2000* in the arcades? Hazunori-san hints at a future where you could be swapping scores between PlayStation2 and a coin-op.

[on screen at one time]. The course hasn't been optimised, so the polygons aren't being used efficiently right now. The rendering engine we talked about earlier can handle 10 million polygons per second – it depends how many effects we've got on there. Of course, the number of polygons will increase, but one aspect I'm trying to focus on is how I use light in the game.

PSM: A lot has been made of the Dual Shock2's analog buttons. Will *GT2000* utilise them?

HV: [Gran Turismo 2000] is already using analog acceleration – I'm still making adjustments. In *GT2*, the brakes are mainly anti-lock, but now the user will actually be able to control the pressure of the breaks.

PSM: Would you ever consider a multiplayer mode?

HV: I think PlayStation2 enables a real multiplayer mode and I'm thinking about implementing a four-player mode. In *Gran Turismo 2*, I had to compromise the game to include a multiplayer feature. I'm still in the planning stages, so there could be other modes...

PSM: The last time we talked, you seemed very keen to put drag racing and US muscle cars in *GT2*.

HV: Last time, I had very strong requests to implement the muscle cars, but didn't have enough time to include them. I'd like to include them again this time, but it's not my first priority.

PSM: Are there any cars you'd like to put in the game that didn't make it into *GT2*?

HV: There are many – Lamborghini and Ferrari. I'd definitely like to see those. The main reason they didn't appear is that those car manufacturers had exclusive contracts with other developers.

PSM: Why the delay to the perfect PS2 launch title?

HV: One of the main reasons is I was working on *GT2* until the very end of last year. That kind of delayed *GT2000*. Of course I would like to launch it as soon as possible, but there's a certain level of quality that I want to achieve and I wouldn't want to sacrifice that. I hope to see the game on sale sometime around summer.

PSM: Rumour has it that *GT2000* will go to the arcades before hitting PS2. Is there any truth to this?

HV: It probably won't happen that the arcade version will come out first, as the PS2's abilities surpass those of current arcade game machines. However, it is a possibility that the arcade mode from *GT2000* could come out in the arcades. Companies like Namco would joint-create a board that would allow arcade conversions, but nothing's been set for *GT2000*. I feel very positive about those possibilities, however.

PSM: What do you think of the other PS2 driving games?

HV: [Laughs] When I first made *Gran Turismo* for PlayStation, there were already other racing games for PlayStation and other platforms like Sega. *Gran Turismo* brought something new to the genre. Now everyone is trying to imitate it so I'm very happy, very proud to see that.

PSM: We've got to talk *GT3*.

HV: *GT2000* is not *Gran Turismo 3*. I hope to work on *GT3* but that will probably be another two or three years in development.

PSM: Could it be an on-line game?

HV: Yes, I'm ready to do that.

PSM: What is Polyphony planning after *GT2000*?

HV: Right now, all Polyphony staff are still working on *GT2000*. In fall, I hope to start work on a new project. I don't know whether this will be an RPG or an adventure game or another racing game.

PSM: Another racing game?!

HV: We have an F1 car running on this course!

PSM: Would you ever revisit old Polyphony PlayStation titles?

HV: I am converting *Motor Toon* and *Omega Boost* for PS2. However, these will only be bonus games [in *GT2000*]. I don't think they'd sell on their own!



Oooh, our eyes... *GT2000* has had a complete overhaul when it comes to visual effects.



DUMMY SPIT

RICHIE YOUNG WRESTLES A TOUCHY ISSUE...

We get massive piles of letters and e-mails everyday at PSM Towers and we appreciate every one. But while rifling through the pile one afternoon between games of *ISS Pro Evolution*, I discovered we're getting more and more wrestling fanatics writing in. It seems last issue's wrestling antics of the PSM team have only served to incense many readers further.

There seems to be three main gripes about sweaty men in pants.

1. The fact that wrestlers are always referred to as "sweaty men in pants".
2. We don't cover enough wrestling games.
3. Our scores are unfair and they've obviously been reviewed by people who don't like wrestling.

Count One: Wrestlers are fat and sweaty and can usually be seen wearing pants.

Count Two: We review every wrestling game that steps into the ring. Wrestling games aren't constantly flooding the market, hence not many wrestling reviews.

Count Three: We are also aware that, as well as our readers keeping an eye on what we're doing, the people who spend years developing and publishing these titles put the reviews and scores under close scrutiny. If we were biased against wrestling games, we'd have been lynched by Stone Cold, The Undertaker, The Butcher, The Baker, and... Every other wrestler under the sun by now.

I hope that has laid everything to rest. But personally, quite what you find attractive about a bunch of fat sweaty men in pants grappling, I'll never know.



Howzat?

THE SULTAN OF SPIN RETURNS

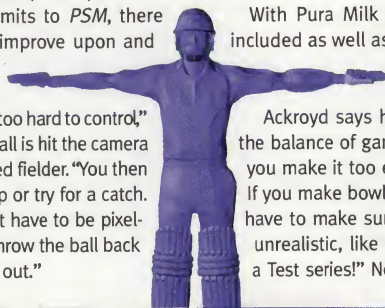
The original *Shane Warne's Cricket* is one of the biggest selling PlayStation games ever in this country. Given its success both here and overseas, Codemasters could be forgiven for taking the easy option and simply knocking out a quick update. But no, as lead programmer Dan Ackroyd admits to PSM, there was plenty that Codemasters wanted to improve upon and many new things they wanted to add.

"The manual fielding was slightly disappointing in the previous game, as it was too hard to control," concedes Dan. With the new system, as the ball is hit the camera cuts to the first-person view of the best-placed fielder. "You then have to dive on to the ball, run and pick it up or try for a catch. This is all assisted by the game so you don't have to be pixel-perfect in your approach. You then have to throw the ball back to the right end to try and run the batsman out."

Bowling has changed too, with two power gauges to determine the speed and flight of the ball. "If you get the timing just right," explains Dan, "you can bowl a deceptive delivery instead of the standard ball and try and fool the batsman."

With Pura Milk Cup (Sheffield Shield) competitions now included as well as the international fixtures, there are some 10 tournaments on offer, and dozens of teams and hundreds of players.

Ackroyd says his team is rightly concentrating on getting the balance of gameplay even across the three disciplines. "If you make it too easy to bat, bowling and fielding aren't fun. If you make bowling too easy, batting gets too hard. We also have to make sure that the results of matches aren't totally unrealistic, like Australia all out for 20 or England winning a Test series!" Now that just wouldn't be cricket.



Anything else just ain't cricket! Codies' superlative bat and ball sim with all the major cricket stars just gets better...

One Bond Is Not Enough

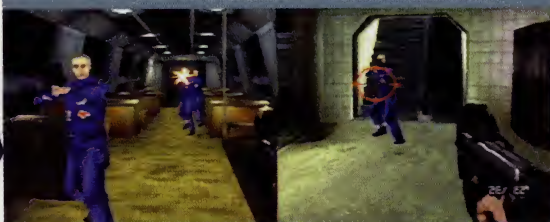
007 RETURNS TO PLAYSTATION

After the disappointing *Tomorrow Never Dies*, EA is looking to make amends by developing *The World Is Not Enough* for PlayStation and PS2. The latest instalment of Bond's adventures witnesses the super-spy throwing himself round 10 enormous levels based on scenes from the hit film. Istanbul and the Caucasus mountains are just two of the areas you'll be visiting as you ski through, shoot and infiltrate a load of different environments, including a Russian nuclear submarine. Is this the ultimate sub mission?

The PS2 version of the game uses the *Quake III* engine, but Electronic Arts will re-jig the *Tomorrow Never Dies* engine for the PlayStation outing. We weren't very fond of *Tomorrow Never Dies* at PSM, so we're more than happy that EA has recognised its shortcomings by changing the third-person view to a first-person perspective and is announcing new animation and sound effects. Hopefully this means it is concentrating on a Bond-drenched, in-game atmosphere, rather than drawing on the perfect Pierce Brosnan.

The targeting system will hopefully be an improvement over *Tomorrow Never Dies'* clunky effort and Bond should have full use of his 20-gun arsenal, including the PK99 and the scope-equipped AR-36 Tactical Assault Rifle.

Naturally Bond's spy satchel will be full of gadgetry given to him by Q and new character R, played in the film by John Cleese. The lovely Dr Christmas Jones pops up too, the true gentleman's accessory if ever there was one. *The World Is Not Enough* will be released on PlayStation this Spring. Look out for a preview soon.



TWINE will feature a first-person perspective and new animation.

Gold Rush

UBI SOFT STRIKES GOLD WITH SPIELBERG'S EL DORADO

Ubi Soft has scored the game rights to Stephen Spielberg's forthcoming animated movie, *The Road To El Dorado*. The film tells the story of a pair of Spanish con men, Tulio and Miguel, who stumble across the lost city of El Dorado in the Amazon jungle and find themselves revered as gods from above. Naturally they start scamming the trusting natives for all their worth.

The game is being developed by *In Cold Blood* developer Revolution Software, but will be a very different game. As Charles Cecil explains, "We've designed the narrative around the two characters looking back at their adventures and exaggerating their own particular parts in the story."



Con men Tulio and Miguel are set to make a PlayStation appearance.



PEOPLE THAT MAKE YOU SHOUT, "HEY, ISN'T THAT...?"

NO. 3 GABE'S ODYSSEY - DUCKOVNY AND MR SYPHON FILTER

If you think Fox Mulder is a silly name then check out the lead assassin from *Syphon Filter*. Step forward Mr Gabe Logan. And mad monikers are not the only similarities where these two are concerned. Check out the chiselled jaw, the furrowed brow, the swept brown locks and the fire in those eyes. Why, if it for swapped his smart suit for a flak jacket then he'd be the spit of Gabe. Studio executives and casting directors please note, if the film of the game ever comes up then get on the phone to David's agent. Although David might need a bit of a nose job to slim down his chubby little snoot.



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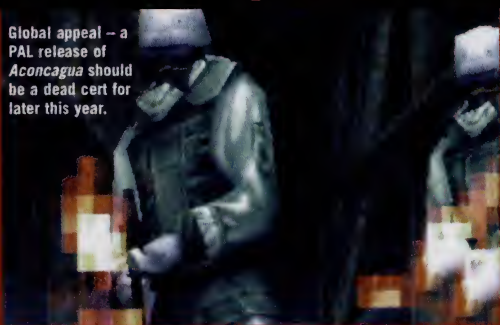
orient express

Latest news from the streets of Tokyo...

Viva El Sony!

Sony to release the survivalist Aconcagua

Global appeal – a PAL release of *Aconcagua* should be a dead cert for later this year.



Sony Japan has revealed the first few details of its new PlayStation survival-adventure game, *Aconcagua*. The game opens with a plane crashing in the Andes, when a mysterious explosion forces an emergency landing. Unfortunately for the survivors, one of their numbers is the activist daughter of General Pachamama, a people's revolutionary who is leading his country to independence. His political opponents have thus dispatched their secret military forces to the area, aiming to capture Ms Pachamama and exterminate any witnesses.

Also on board is Kato, a 29-year-old cameraman working on a documentary

about Pachamama, when the tragic accident turns him into a news story in his own right. He's likely to be one of the playable characters.

Named after the highest Andean mountain peak of the American continent where the plane crashes, the action-orientated gameplay is reportedly in the same vein as *Chase The Express* as you attempt to tackle or avoid armed aggressors in a bid to escape. On the basis of the plot, expect a strong *Metal Gear*-style narrative and at least one "Let's get outta here!"

Aconcagua will be released in Japan soon on double CD format and should be a dead cert for a PAL release later this year.

ONLY IN JAPAN

Marionette Company 2 Chu
(MicroCabin)

This is described as a training and love sim. The trick they use to get around the dodgy central premise is that the two pretty young girls in your charge, Marin and Maria, are androids. It's your goal to teach them to behave like humans (ahem), while training them to beat the femme-droids of rival trainers.



For anyone needin' lessons on good lovin'...

Otaku Youth

"Reap what you sow" – Ninja X



When it was launched in Japan in December 1994, the original PlayStation had just three games ready for its big day. The least memorable was *Motor Toon GP*, a bizarre cartoon racer that seems laughably unplayable now. The developer was Polyphony, though, and four years later it created a little something called *Gran Turismo*...

See, one of the things that sets Japanese developers apart is that they have huge R&D budgets. Capcom, Konami, Namco and Square all employ research teams. Without any upgrade in hardware, the PlayStation is doing bigger and cleverer things than ever before, and the only difference is the acquired experience of the coders. This kind of experience can only come with time.

Given all the excitement surrounding PS2 recently, it's easy to ignore the developments still taking place on PlayStation. History has shown that the last few years of any console's life always produces the finest games and the Japanese forthcoming release list bears it out. Roll on the harvest... – Ninja X



Breath Of Fire IV

Developer: **Capcom**Japanese release: **Out now**Local release: **Not announced**

While it's never been a serious contender to *Final Fantasy*, *Breath Of Fire* has always turned out a reliable, sturdy RPG. The 3D environment is once again viewed from a three-quarter perspective and visually it's a great improvement – even the character designs seem more sophisticated. A neat combination system, based on the interaction of the elemental forces, boosts the strategy interest.

Legend Of Dragoon

Developer: **Sony**Japanese release: **Out now**Local release: **September**

Sony Japan's attempt at an epic RPG has paid off, and it is now preparing the game for its PAL release. The *Dragoons* of the title are human/dragon hybrids, capable of absorbing the spirits of dragons and thus adopting their particular strengths. The game features some marvellous visual effects, and the only downside for some players is a penchant for lengthy summoning spells.

Mr Driller

Developer: **Namco**Japanese release: **Out now**Local release: **Not announced**

This archaic arcade platform-puzzler has been re-released on PlayStation and is already being considered for a US release. Combining elements of *Columns*, *Tetris* and *Dig Dug*, the idea is to drill as deep as possible without running out of oxygen or getting crushed by a coloured-block cave-in. Don't be fooled by its appearance – this is serious wits-and-reflex fun.



Dengeki Charts*

Top 5 – Readers' Favourites

1 Vagrant Story	Square
2 Ridge Racer V (PS2)	Namco
3 Valkyrie Profile	Enix
4 Kessen (PS2)	Koei
5 Final Fantasy VIII	Square

Top 5 – Sales

1 Ridge Racer V (PS2)	Namco
2 Kessen (PS2)	Koei
3 Fantavision (PS2)	Sony
4 Mobile Suit Gundam: Giren's Ambition - Genealogy of Zion	Capcom
5 Street Fighter EX3 (PS2)	Capcom

Top 5 – Eagerly Awaited

1 Dragon Quest VII	Enix
2 Final Fantasy IX	Square
3 Final Fantasy X	Square
4 Super Robot Taisen Alpha	Banpresto
5 Star Ocean 3	Enix

*Charts supplied by Dengeki PlayStation, Japan's top selling PlayStation magazine



Welcome to the world of US Air Force Lieutenant Jack Morton.

Rough, tough and possibly that lil' bit scared...

Train Of Thought

Metal Gear Solid on a bullet train, but with a hint of *Resident Evil*?
Oh, sweet mama, yes...

You'll have to climb on top of the train for the various mini-games. Get ready to jump...

It's a world of sequels out there. Rally sims, role-players, sports titles, survival-horror epics... Don't you just hanker for new heroes, new settings and games that don't have a number after them?

Welcome to *Chase The Express*. Created by Sony Japan's in-house development team, Sugar & Rockets, it's an action-adventure based around NATO, French ambassadors, terrorism, kidnapping, a bullet train, Eastern European cities... Um, we'll let the game's producer, Koji Tada, explain.

"*Chase The Express* is set in Europe and the main character, US Air Force Lieutenant, Jack Morton, is from NATO," explains Koji-san, speaking to *PSM* at Sony's Sumitomo Nakano-Sakaue building in Tokyo. "The French ambassador is on a train which is taken over by terrorists. Morton must rescue him."

Metal Gear on the 7:53 to the city circle then? Kind of, but first some back-story. The train in question is the Blue Harvest – a high-speed, NATO-developed express. It was designed to transport political refugees to safety, but its first mission is to carry the French ambassador and his family from

St Petersburg to Paris. With armed guards, secret agents and even a helicopter escort, everything looks dandy until it hits the Ukrainian border. Cue terrorist attack, the capture of the ambassador and his family, plus a small something we forgot to mention – a cache of multiple-warhead nuclear weapons...

"Basically, *Chase The Express* is an adventure game," continues Koji-san. "There are some puzzle elements, but mostly it's an adventure. You kill your enemies, but the game centres on how many people you can rescue. Depending on that, the plot then branches out into different stories. There are 16 cars on the train. You start on the tenth, but must move back to the first car where the bomb is located. You'll also find other trains catch up with you and an enemy fortress. There are a variety of storylines, so you can play the game over and over again."

And with seven potential endings, indeed you can. The Blue Harvest travels through 30 cities and 12 European countries, and you get to jump, sneak and shoot your way through them. Puzzles abound and there are oodles of mini-games to keep players diverted.

"There's one game where you have to shoot helicopters which are flying above the train," reveals Koji-san. "There's another where you jump from one train to another. Also, when you locate the bomb, you have to use information collected throughout the game to deactivate it. We hope you enjoy the gameplay, but we also hope you like it as an action movie."

And that's exactly what it's like. As Koji-san admits, *Chase The Express* resembles "*Die Hard* and a Steven Seagal movie that I can't remember the name of" [*Under Siege 2 – Ed*]. The minimal setting makes for genuine claustrophobia and while it's no *Resi*, *PSM* can understand why it topped the charts in Japan.

"On top of the train, everything is in polygons," reveals Koji-san. "However, inside the train, we used a new technique where the background is all one CG illustration – created in a circle so you can move round and get a 3D feel. It's not in polygons but it feels that way. The camera pans freely so it's seamless."

With a complementary soundtrack and that spooky no-cut feel, the tension is palpable. *PSM* will be shouting "tickets please" this September.

Rather than cut between scenes, *Chase The Express* smoothly follows Jack in one continuous pen, *Goodfellas*-style.

A LITTLE BIT HARDER NOW...

It's official – we are better than Japan's finest at adventure games. Just as the latest *Resident Evil* was toughened up for our local release, *Chase The Express* is in the process of having its difficulty increased before it hits this country.

"We're still working on the translation," explains Koji-san. "We'll also change the key configurations but yes, we'll probably make the game a little more difficult. I guess that there is a different level of skill at action games. I have information that half the people can get through *Resident Evil* and half can't. There is a big gap between people who are really good and people who aren't. I've played PAL action games and found them quite difficult – I guess that's what people like."

In summary then? Akihabara, come and have a go if you think you're hard enough!



BYTES

Namco has released the first screenshots of the follow-up to the smash hit shoot 'em up *Time Crisis*. The bad news is that *Project Titan* has been delayed until September. The game sees one-man-army Richard Miller on the wrong side of the law. Framed for a crime he did not commit, it's down to your skill with a G-Con gun to get Miller out of trouble.

A group of students at the Brown University Tech House in the US created a 12-story version of *Tetris* on the campus science library. Code-named "La Bastille", this gigantic version of *Tetris* was playable using a modified Super NES controller and run on custom-made circuit boards with more than 10,000 Christmas lights. It was visible from kilometres away.

Fox Interactive has announced plans to develop a game based on *Titan AE*, the new animated science-fiction film featuring the voices of Matt Damon and Drew Barrymore. The game will offer two different modes of play – third-person action-adventure and flying. Players will be able to choose to play one of two main characters, Cole or Akima, as they solve puzzles, pilot ships and try to avoid the evil Drej aliens.

Go, go Gadget! Ubi Soft is bringing the blundering detective with the big bendy arms to the PlayStation. An explosive platform game is promised by the end of the year, requiring you to master the many mechanical goodies hidden under the good Inspector's coat. Devoted niece Penny will be on hand to help the bumbling buffoon out, and Brain The Dog sniffs Dr Claw round every corner.

Ubi Soft has picked up the license to make the game of Disney's animated movie, *Dinosaur*. The game will follow the story of Aladar, an Iguanodon from the Mesozoic era, as he journeys through a world of giant reptiles, pterodactyls and lemurs. Who talk. The film uses state-of-the-art CGI graphics, layered on to real filmed backgrounds.

Midway is readying to release 3D platformer *Deuce* in the US around November. Set in a medieval world of playing cards(!) you play a number two card fighting off the evil Jack of Spades and his dragon partner in an effort to complete a royal flush.

In The Raw

ALL OUT DESTRUCTION IN THE LATEST DERBY

In the early days of PlayStation, if you wanted violence with a VROOM, *Destruction Derby* was the ticket. Strap yourself into a muscle car. Trundle innocently into an oval bowl full of baying rednecks. Then press **X** and shield your face as your motor steams straight into a pile-up destined to be shown on *World's Worst Drivers*.

Someone thinks we can't get enough mindless motorised violence – and they're right. Backed up by Sony, Studio 33 has picked up the formula and the franchise and is preparing to relaunch it as *Destruction Derby Raw*. Studio 33's Nick Koufou believes it is a real leap forward. "Perhaps the greatest improvement is the new four-player mode. Until recently this would have been impossible, but now our programmers are able to squeeze the last drops of power from the PlayStation." Life expectancy is further enhanced by new game modes like Pass The Bomb and Assault.

But Studio 33 is determined not to limit *DDR* to party game status. There are a variety of pseudo-realistic muscle cars to choose from and, if you make it through an event, you can upgrade what's left with your prize winnings. Want to inflict more damage at close quarters? Then save up for the Extra Grip upgrade.

The team is also chuffed with their new graphics engine, which they reckon can handle spectacular spins, flips and rolls. Meanwhile, the cars can smash into tyre walls, barrels, cones and anything else that might be lying around. You'll watch the accelerated decay of your motor as the tyres deflate, oil leaks, fire and smoke gut the interior and the panels drop off one by one. As Nick warns, "Eventually, when the car is wrecked, all panels will be removed, leaving an empty body shell."



Destruction Derby Raw courses will feature multiple levels, multiple level jumps, eight lane crossovers and crossover jumps.

The Final Fantasy

SQUARE'S LAST PLAYSTATION FANTASY IS TAKING SHAPE

Square has released the names of the eight playable characters in *Final Fantasy IX*, the last epic from Square for the PlayStation before the software giant turns its focus onto PS2. There are also some new screenshots of this triumphant return to a more swords-and-sorcery-style role-playing game.

All the characters are typically Japanese, with the super-deformed style that we have come to know and love. The three main characters include Adelbert Steiner, a 33-year-old Knight of the Royal Family, and a loyal servant of the princess. The heartthrob and main character is likely to be Zidane Tribal, a 16-year-old thief that has a strong love for girls (unusual for a 16-year-old!). And, finally, there's Vivi Ornitier, a nine-year-old black wizard resembling a Jawa.

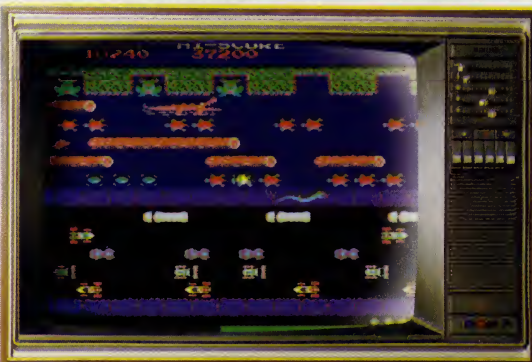
The other minor playable characters are: Eiko Carol, a sharp and cheerful six-year-old girl and possibly the female lead; Freija Crescent, a female knight with a troubled past; Quina Quen, an odd creature who's only interest is eating; Garnet Til Alexandros the 17th, princess of the royal family and a spoiled brat; and finally, Salamander Coral, a man who trusts nobody and believes strength is everything.

The world of *Final Fantasy IX* is a series of beautiful floating islands. Some host entire floating metropolises, while others host small theatre troupes. Travel between the islands is likely via the series' traditional airships. The game is estimated to be around 40 hours in length and feature an engrossing storyline.

Final Fantasy IX looks likely for an end-of-year release in this country, but will be out in Japan in July. Next month, buckle your seatbelts for a massive and exclusive feature on the game.



FFIX will mark a return to the series' traditional, medieval time-frame.



GAME: FROGGER

FORMAT: ARCADE TABLE TOP

When *Frogger* was released on PlayStation I finally realised it wasn't a very good game. Fifteen years ago, on a table top arcade machine down the pub after a couple of beers, it seemed the best game in the world. Hop your frog across the road, jump on logs, and avoid the crocs and the lorries. Simple, but brilliant. Trouble was, I wasn't cool enough to passively guide the frog with that little silver joystick. No, instead I'd get so worked up that my whole body would move with the game and I'd try and actually poke the buggers across the road with that joystick, pushing the whole table in the process. One particularly emotional game ended with my beer shooting across the table and landing in the lap of a young lady with her boyfriend. Cue quick exit from the pub and a break from *Frogger*. There may be less danger with the PlayStation version, but somehow that also equates to less fun.

LOST TREASURES FROM THE VIDEOGAMING VAULTS

RETRO



a ton of stuff

The PlayStation is home to some brilliant multiplayer games that allow you to battle against your mates. Here we present 100 things to put off your mates while playing to get the winning edge.







- 01** Pull out their controller with your foot.
- 02** Say: "You're such a smart-arse you could sit on ice cream and tell what flavour it is."
- 03** Get your Mum to start dusting the telly.
- 04** When playing *Tekken* say: "I would love to beat you up, but I have a problem with cruelty to animals."
- 05** Stand on their joypad cord.
- 06** Hit the lever on their Jason recliner.
- 07** Start singing *Shaddupa Ya Face*.
- 08** Mid game, suddenly jump up and scream "Spider!"
- 09** Say: "When you were born the doctor slapped your mother."
- 10** Call them a "malodorous marinade".
- 11** Change TV channels.
- 12** Say: "Thou wanton pottle-deep moldwarp!"
- 13** Say: "Thou haughty pinch-spotted haggard!"
- 14** Say: "Thou cockered lean-witted bum-bailey!"
- 15** Say: "Thou mewling milk-livered malignancy!"
- 16** Say: "Thou brazen toad-spotted boar-pig!"
- 17** Hand them a Dreamcast controller.
- 18** Burp.
- 19** Fart.
- 20** Pick your nose.
- 21** Pick their nose.
- 22** Poke something in their ear canal (gently!).
- 23** Say: "Jar Jar Binks is less annoying than you!"
- 24** Say: "If my dog had a face like yours I'd shave his bum and walk him backwards."
- 25** Start dancing the Macarena.
- 26** Say: "You're so bad even my Grandma could whip you."
- 27** Press the Off button (only if you're losing!).
- 28** Call them "a shrivelled up rat nipple".
- 29** Slide-tackle their star player and hospitalise them in a soccer game.
- 30** Sneeze or cough as they're about to take a golf shot.
- 31** Shine a torch at them.
- 32** Keep pressing Pause when they're about to take a shot in *Smash Court Tennis*.
- 33** Kick their shins when playing *Tekken*.
- 34** Casually walk in front of the screen.
- 35** Get your Mum to offer them something to eat.
- 36** Hand them a beer.
- 37** Get your brother or sister to kiss them.
- 38** Say: "You play worse than the English cricket team."
- 39** Get a friend to sneak up behind them and cover their eyes.
- 40** Say: "If you let me win, I'll show you the Lara Nude Raider cheat."
- 41** Tell them your next door neighbour is outside again practicing nudist Tai Chi.
- 42** Hum along to *Loser* by Beck.
- 43** Pop your loudest heavy metal album in the CD player.
- 44** Sing *Ride of the Valkyrie*, increasing the volume and tempo.
- 45** Say: "You turn around three times before you lie down, you diseased, toe jam gobbling, squid attacking, unwanted child of a yogurt culture dropout."
- 46** Commentate like big Daryl Eastlake or Bruce McAvaney.
- 47** Mimic the actions of your on-screen wrestler in real-life.
- 48** Use your mobile to make their phone ring.
- 49** Giggle like a schoolgirl.
- 50** Yell like Jimmy Barnes.
- 51** Yodel like a mountain goat.
- 52** Squeal like a pig.
- 53** Tell them about the ending of a movie they haven't seen.
- 54** Say: "When God was handing out brains, you must have been holding the door."
- 55** Tell an amusing joke.
- 56** Tell them an unfunny joke.
- 57** Make unsavoury comments about their mother.
- 58** Put Vaseline on their controller sticks.
- 59** Tell them the time is two hours later than it is.
- 60** Hand them the broken controller you bought at The Reject Shop.
- 61** Put on extra pressure by using the VCR to tape them in action.
- 62** Cover their controller with a fine mist of oil before playing.
- 63** Bump their elbow while they tackle a hairpin corner in *GT*.
- 64** Point a light in their eyes.
- 65** Pretend you're having an epileptic fit.
- 66** "Accidentally" hit the reset button (only if losing).
- 67** Show them a copy of *PSM*.
- 68** Turn the sound up really loud.
- 69** Unbutton your fly.
- 70** Give them the bird.
- 71** Blow bubbles in your drink.
- 72** Blow bubbles in their drink.
- 73** Whistle for your dog to come and sit in front of the TV.
- 74** Get your cat to sit on their lap.
- 75** Press the analog button on their controller.
- 76** Give them your sweaty DualShock after a game of *Track & Field*.
- 77** Flash a brown-eye.
- 78** Use a mirror to reflect the sun in their eyes.
- 79** Tell them about your sexual exploits with their sibling/pet.
- 80** Tell them as many corny elephant jokes as you can remember.
- 81** Play the national anthem on the bongos.
- 82** Use their head as the bongos.
- 83** Say: "We're playing *Cyber Tiger* next unless you let me win this game."
- 84** Hide some stinky cheese under their seat cushion.
- 85** Swap their glasses with your Grandma's.
- 86** Kick the power cord (if losing).
- 87** Sit right in front of the TV forcing them to sit at a weird angle.
- 88** Spill drink on them.
- 89** Say: "Hey, isn't that your car being towed away?"
- 90** Mid race, begin reeling off inflated lap times from the last time you played.
- 91** Pull out a gold-plated DualShock when you arrive.
- 92** Sneak out a few bottom burps after a dodgy pizza or curry.
- 93** Put glue on their joypad buttons.
- 94** Say: "You remind me of opium—a slow moving dope".
- 95** Start singing "1000 green bottles, sitting on a wall".
- 96** Say: "I'd rather be playing Nintendo 64 than playing you."
- 97** Give them an Indian burn.
- 98** Give them a dead arm punch.
- 99** Pop a pimple in their general direction.
- 100** Turn the power off at the fusebox.



PHOTOGRAPHY: SARAH CALISTER

Live And Kicking

Rob Pegley tackles seven soccer stars to find out which game is really kicking...

	GRAPHICS	AUTHENTICITY	REALISTIC PLAY	GOALSCORING	EXCITEMENT	OVERALL
 FIFA 2000	Detailed players, the game also has stunning animation. 9	Every team and every player you could ever wish for. 10	Far too simplistic, and over-reliant on spectacular tricks. 6	Too many flash finishes and not enough subtly or variety. 6	A victory for style over content. Looks nice, great license, who cares? 6	37
 ISS Pro 98	Fluid animation with excellent players and kits. 9	Nope. Only international teams with badly spelt names. 4	Oh, yes. Exciting moves and action, midfield battles – the lot! 9	Amazing finishing, and scoring home a tonne of satisfying. 9	Bags of it. The best soccer game available until Evolution... 9	40
 ISS Pro Evolution	Stunning movement and attention to detail in the ISS players. 10	The spelling hasn't improved and it's only countries still. 4	Without parallel. Despite what others say, this is soccer. 10	A variety of headers, deft passes and powerful shots. 10	The depth of excitement will keep you coming back until Konami improves on this. 10	44
 Libero Grande	Large and detailed sprites, but they're too blocky. 6	All the great international teams and players. 8	Too realistic, to be honest. You hardly ever get a touch. 6	Some superb goals to be had, but they're hard to score. 6	No. The frustration will kill you first. 3	29
 This Is Football (e.k.a. This Is Soccer)	Some great animation but a lack of player sharpness. 8	World Cup, FA Cup, Premier League, you name it. 10	Poor tackling, over-simple dribbling, this is not soccer. 6	Stunning shots for show, but a lack of clever ones. 6	There's fun to be had, but in very small doses. 6	36
 UEFA Champions League: Season 98/99	Small and detailed with good player movement. 8	Exact replica of the Champions League (as seen on SBS at 5AM, hmm...) 6	Simple and intuitive, its strength lies in its AI. 8	Shooting is great and the keepers work you hard. 9	Only poor tackling prevents this being a thrilling encounter. 7	38
 UEFA Striker	Spectacular stadiums and stunning animation. 8	Top international and European teams. Good license. 8	Tackling is hard, while overhead kicks are easy. Wrong. 5	Too many fantastic goals lessen their impact. 5	Great options hide a pretty ordinary game. 7	33



Star Trekkin'

TAKING YOU WHERE NO TREKKIE HAS GONE BEFORE



PSM log: Stardate 54211.82. The Borg are once again threatening the very existence of mankind and in a desperate attempt to subjugate them, Starfleet have commissioned a new Valkyrie class strike ship, designed exclusively for use in close combat. PSM contacted Haydn Dalton, lead designer on the USS Warthog to discuss his plans for *Star Trek: Invasion!* and the 30 or so missions that will make up the campaign.

"It's a fast-paced, arcade-style, space-combat game based on characters and stories from *The Next Generation*," says Haydn. "You play a character called Cooper who, along with several others, has just been recruited into Red Squad and the Valkyrie strike team – the spearhead unit against the new Borg threat." Valkyrie are the small Federation fighter craft which you pilot in the game. They were brought in to speed up the gameplay and improve upon

Invasion!'s dog-fighting elements. Doesn't sound particularly *Star Trek* does it? But the good news is that Paramount Studios (the makers of the TV series) have been closely involved with Warthog every step of the way, so everything appearing in the game can be considered authentic, including the stardate on which the events take place and even a brand-new species known as the Kam'Jahtae.

"They are an ancient race with a large chip on their shoulder," explains Haydn. "They stand around seven to eight feet tall, are incredibly strong and are totally honour-bound to their leader."

Invasion! will feature plenty that is familiar to *Trek* fans including the voice talents of Patrick Stewart and Michael Dorn, whose characters Jean Luc Picard and Worf appear in the game. Expect to go head to head with all the most memorable vessels too, such as the Romulan Warbirds and Klingon Birds Of Prey. These giant starships, including the USS Enterprise, not only provide a stunning backdrop for your dogfights, but often have a role to play in the missions. You might be part of a squadron attempting to protect one of them or even mounting an attack against one. "The AI of our enemies and wingmen is great, sometimes you can sit back and watch one of your fellow Valkyrie track an enemy and switch weapons for efficiency."



Calling! All! Trekkies! Arcade-style space combat is heading towards your galaxy as we speak!

I Want More MTV

MORE ROCKIN' EXTREME SPORTS FROM THQ



THQ and MTV present skateboarding and extreme BMXing.

Following on from *MTV Snowboarding*, THQ is working on a further two MTV-branded games – *MTV Sports: Skateboarding* and *MTV Sports: BMX Extreme*, due at the end of the year.

MTV Sports: Skateboarding features 20 professional riders (but probably not Mr Hawk), 25 levels and over 60 tricks to pull off. An interesting touch is the inclusion of a skateboard "boot camp" that teaches you how to pull off tricks and combinations. Each level pits you against rival skaters competing against you simultaneously. Avoid them or risk being bowled over. The game has a number of modes including freestyle, time trial and bomb mode where you pass the bomb from skater to skater until it explodes in one lucky dude's face. Rad.

MTV Sports: BMX Extreme has 10 pro-riders each with their own signature moves. BMXing has drifted away from mainstream culture since the mid '80s, but hardcore fans have continued to push the frontiers of what man can achieve astride a bike. *BMX Extreme* features the three disciplines of modern biking: Dirt Course, Street Style and the Vert Events of the half-pipe. Look forward to pulling off spectacular tricks including canyons, table tops and bar spins that make the gravity-defying stunts of skateboarders look like *Australia's Funniest Home Videos* rejects.

The soundtrack will be supplied by bands featured on the music channel.

Star Wars Demolition

THE FORCE JUST KEEPS GETTIN' STRONGER

Do you think racing *Star Wars*-style would be your thing? Then we have some great news for you. LucasArts is set to release *Star Wars Demolition* for the PlayStation. The Luxoflux development studio (yep, the guys behind *Vigilante 8*) will be responsible for getting a whole bunch of cool things into the game. We hope they put in a top-notch effort because on paper, *Demolition* is looking sweet!

You can look forward to all manner of things including plenty of characters and vehicles that you'd expect from the *Star Wars* series, wicked weaponry and vehicle blasters, power-ups and combat droids. Amongst the racing arenas that are available, *Demolition* will include the Base of Hoth, the surface of the second Death Star and the Great Pit of Carkoon.

Timewise, *Demolition* will be set between *The Empire Strikes Back* and *Return Of The Jedi*, and all races will take place under Jabba the Hutt's evil organisation. During a race, you'll be competing against and battling some of the nastiest scum in the universe. You'll face an on-slaughter of enemies, a cannon-equipped rancor, battle tanks and a deadly STAP. *Star Wars Demolition* is all about brutal break-neck racing!

We're particularly looking forward to playing as the notorious bounty hunter Boba Fett, but there are also characters including Aurra Sing of *Phantom Menace* fame and a brand-new character called Wade Vox.



With all fingers crossed, *Demolition* is due to arrive in September.

confidential

EXCLUSIVE WHISPERS FROM THE PLAYSTATION RUMOUR MILL – FOR YOUR EYES ONLY

Reports from the Japanese patent office say that Sony has already secured the trademark, PlayStation3. Maybe a 2005 release? With an 8GHz chip, VR headset and optional missile launcher? We'll have to wait and see.

Currently Big! In! Japan! The PlayStation ParLOUR. This new high street phenomenon is fast overtaking the cyberpub as the public place to be faintly embarrassed to be seen in. The plush walk-in emporia is crammed full of PlayStations, with big TVs, energy drinks and clangin' drum 'n' bass junglism. PP boss Zenji Akasami said, "The Parlours are the high spot of every Japanese salary man's evening. Apart from ladies."

Is it just Mr Confidential, or is the commentary in *ISS Pro Evolution* the most stunted, unconvincing, badly synchronised natter, like, ever? It almost spoils the most brilliant sports sim ever. Well, peripheral boffin Vibrex has announced a PS2 project that should put an end to it. They call it the Narratochief and, yes, it lets you fill those drizzly Sundays recording your own comments over the top of selected sports sims. Vibrex spokesman Chipsy Mobiele commented, "It is a new level of interactivity which permits the player to record his own comments over selected sports sims." We asked him if you would be able to record rude words. "Yes", he said. "Yes you can."

Quick cheat for *Resi 3*. When you're being chased by the Nemesis, pause the game and hold **R1**, **R2**, **L1** and **L2**. The Nemesis will then change into truly bowel-loosening henchman little Johnny Howard. Frightening!

Confidential had to groan when opening the latest issue of *Strayan Stashun*, with its blatant Dummy Spit rip-off column "Going Off" which attempted to criticise our exclusive PAL GT2 review for some reason or another. The rag seems to have forgotten it reviewed the Japanese version of GT2 instead of the PAL game and spent half the review talking about power lines. No wonder both the editor and deputy have jumped ship...

PSM

A Streaker!

Blue Streak tells the amusing story of a talented jewel thief (Martin Lawrence) who ends up on the other side of the law amidst drug busts, car chases and robberies, all in an attempt to retrieve a \$20 million diamond he hid in a construction site. Columbia TriStar has just released the movie on DVD, and we have five *Blue Streak* DVD packs to give away to lucky readers. The packs include a copy of the movie on DVD, which includes special features like behind the scenes footage and music videos, plus a CD soundtrack, *Blue Streak* cap, T-shirt and keyring. To win, just name one other film Martin 'Bad Boy' Lawrence has appeared in. Send your entry to "Gimme My Crown Jewels Back".



Return Of The Living Dead



What a knight! Bony hero Sir Dan is back from the dead and ready to capture a whole new legion of PlayStation fans with his rib tickling antics. *MediEvil 2* is a brilliant action-adventure with heaps of personality and variety. We've got a real treat for *MediEvil* fans this month – five exclusive *MediEvil 2* packs signed by Studio Director Simon Gardner and Producer Andrew Kennedy. The gorgeous packs are shaped like an ancient book and feature a copy of the game and a press disc full of images from the game, plus glorious rendered pictures of Sir Dan in the pages of the book. To win these priceless collector's items, write to "Sir Dan's the Man" and tell us who provides you with nearly everything you need in the *MediEvil 2* demo on this month's disc.

Hey Man, It's Rayman

Rayman 2 is coming soon to a PlayStation near you, and it looks a very accomplished platformer with dazzling 3D graphics and heaps of charm. To celebrate, those wacky funsters at Ubi Soft have dropped the price of the evergreen Platinum original to just \$34.95. We've got five Platinum copies of *Rayman* to give away to PSM platforming fans. Winners will also score a *Rayman* novelty pen, which we're sure is mightier than a sword. To win your copy of one of the PlayStation's most popular platform games, write to "Ray, My Good Man" and tell us who wrote this month's *Rayman 2* preview.



Out Of The Blue



Wow! Imagine your friends' faces when you pull out this baby in a gaming session! We have two incredibly rare, not available to the public, Midnight Blue Dual Shock controllers to give away. These seriously cool controllers have an excellent matt finish and come housed in a special collector's black and silver box. To win, tell us what PlayStation game you're most looking forward to playing in 2000. Write to "Blue By You".

Turning Japanese

As well as hauling back a PlayStation2 and all the games we could fit in our suitcase, PSM's recent trip to Tokyo netted a raft of weird Japanese toys 'n' trinkets for one lucky reader to treasure. In this oriental lucky dip you'll find Japanese lollies, bizarre toys, cute erasers, playing cards, chopsticks, a Nipponese toothbrush set, Japanese Adam and Eve tissues and even Wata-Pachi – whatever that is! To win, just tell us what your favourite Japanese PlayStation game is. Address your entries to "Orient Express".



COMP WINNERS!

Cool Boarders 4 packs: Jordan Strempe (Vic), Daniel Size (SA), Clifford Gillmore (WA), Nicole Lelliott (SA) and Tom Littleton (Vic).

Syphon Filter 2: David Heywood (NSW) and Brian Howarth (Vic).

EA Sports tops: Craig Albiston (Vic), George Faircloth (NZ) and Lisa Yosifidis (Vic).

GO DVD packs: Adam Millar (Vic), Gary Oliver (NSW), Dennis Nelson-Smith (Vic), Ian Martin (SA) and Nicholas Dallas (ACT).

Northern Spirit/This Is Soccer: Jackson Hayes (Qld), Matthew Ielasi (SA), G. Kitchen (NSW), Colin Gatens (NSW) and Dylan Bourke (Tas).

Official PlayStation Sports Special Games Packs: Jeff Cooke (WA), Andrew Wilson (SA), Scott Boxall (WA), Adrian Cattapan (Vic) and Ben Moerman (NSW).

HOW TO ENTER

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close June 27 and winners will be published in the August issue of PSM. Good luck!

PHOTOGRAPHY SARAH CALLISTER



"We defined what we wanted from the game right from the start." – Simon Gardner, Studio Director, Sony Cambridge

MediEvil History

Whilst visiting Australia, Simon Gardner and Andrew Kennedy of Sony Cambridge – the duo responsible for quirky horror *MediEvil 2* – shared their experience of developing games and the expertise that comes with it.

Official PlayStation Magazine: Let's start with your new title... How do you think this game 'rates' relative to the first one?

Andrew Kennedy (Producer): I'm very proud of it. I mean, there are areas that you do see that you'd like to be improved a bit more, but you have to draw the line somewhere. The development process we had allowed us to make our Alpha (code) on time, which gave us a lot of time just to polish the game. It was very planned so we didn't run out of time and miss out on things that we wanted to do.

Simon Gardner (Studio Director): I'd say it's the best game that I've ever worked on and I've been in the industry for over seven years now. That includes *Dark Stalkers*, *G-Police*, *Overboard* and *G-Police 2* – and it's very different. The whole package has real quality and the production values are so high. We really did go about it in a very structured way and I think that that shows.

PSM: How long did the project take?

SG: It ran for about 13 months altogether.

AK: We had a very good team. A lot of the people from the first game came over to work on it. The technical programmer, James Busby, advanced the original engine quite a lot. The team knew exactly what was needed to improve it. Chris Sorrell worked on the camera again, as he wasn't satisfied with the camera in *MediEvil*.

PSM: What can you tell budding games developers about what it was like working on this team?

SG: The size of the team peaked at about 35 people.
AK: That's regarded as a very big team. Not so much by Japanese standards, but certainly for European games. *MediEvil* games are very complex to develop. I'd say more so than most other games. Every level needs graphical diversity, gameplay diversity. Every level in itself



MediEvil 2's Studio Director Simon Gardner (left) and Producer Andrew Kennedy (right) of Sony Cambridge.

is like a game so we had to have a lot of programmers. We paired up the team as we took in new staff to boost up numbers, then we matched the experienced guys from the first one with graduate programmers.

SG: We even had to invest in some new software as well to manage a team of that size to ensure we could manage all the complexities of the resources and files.

PSM: With a team of 35, what sort of expertise does it comprise of?

AK: There was a core team that started off that worked for about three-and-a-half months. More programmers were added, and then artists that would specifically work on one area like backgrounds or character art. We had about 11 programmers, 15 artists, two musicians and three mappers who built levels and collision data.
SG: Mappers build basic geometry and a lot of work is then based on that from there.

PSM: The *MediEvil* games are almost a niche genre of

their own. What's the key to adding that 'special' element?

SG: It's partly to do with the creativity of the guy that came up with the original game. It's his style, his humour and his baby. For us as a studio, it's a very interesting environment to work in because we do have to look at producing mainstream products. We didn't originally think that a game like this would have a mass-popularity that was worth exploiting.

AK: Its popularity does cover a broad spectrum. We thought it was basically an 'English' game but we've found that it does have universal appeal.

PSM: We're very interested as to what plans Sony Cambridge has for games for the PS2...

SG: I don't want to say too much about it just yet, but we have really looked at what we want to achieve. We're in a fortunate position of time so we've set the bar very, very high for what we want in our first PlayStation2 product. I do have to say though, that what we have so far does look very spectacular. We have shown it to some European press who were all blown away by it. I can confirm that the first product will be spectacular, it will be slightly different to *MediEvil 2*, and it's even more 'adult' as far as production values go.

PSM: When you say that the bar has been set very high, are you talking about...

SG: The opposition.

AK: It will be a very big game.

SG: We'll still be working on PlayStation products as well. We have one more coming out before the end of the year that's set in the future with a science-fiction base. Again, this one should be spectacular.

AK: It's the *MediEvil* engine enhanced.

SG: As far as content goes, it has all of the better puzzle elements of the *MediEvil* games.



NO MODEM REQUIRED?

ARE MOBILE PHONES THE POCKETSTATION OF THE FUTURE?

As if mobile phones and PlayStation2 weren't sexy enough already, they're about to get doubly useful – by talking to each other. Sony's president Ken Kutaragi has said that PS2 owners, "Will soon be able to use the machine to access the Internet via their cellular phones." The creator of PlayStation envisages gamers reading e-mails and playing games using mobiles plugged into their consoles. A modem wouldn't be required since both PS2 and phones use digital signals.

The technology that makes it possible is WAP (Wireless Application Protocol). It's the first standard to enable phones and PDAs (Personal Digital Assistant or electronic organisers to you and me) to communicate via the Internet. WAP-capable mobiles are already here and attracting much hype. What's more, Infogrames, Ubi Soft, Konami, Hotgen, Capcom and Rage are all looking at how to bring games and WAP together.

Ubi Soft recently announced the formation of a new company, Ludiwap, dedicated to creating WAP games. It will initially develop games that are embedded into the phone, but plans are afoot for on-line community-based games played via your mobile. Alain Corre of Ubi Soft says that, "WAP is going to change the way we think about creating games. You can have messaging from player to player in an on-line environment and we're even thinking about Agatha Christie-style murder mystery games where you have to unearth the killer in your phone community. We've also just launched the PC RPG *Everquest*, a game that lends itself to large communities of on-line gamers and therefore to WAP technology in the same way that *Final Fantasy XI* could..."

So, is the mobile phone actually the new PocketStation?

Corre reckons, "WAP will be everywhere in the future. Sony will have to include WAP compatibility in their games to keep ahead of the competition."

Such developments could have a profound impact on next-generation PlayStation gaming. Imagine downloading a character from a PS2 beat 'em up of the future on to your WAP mobile. You'd be able to train and groom him Tamagotchi-style during the day, then come home in the evening, upload him on to your PS2 and beat seven shades out of your mates in an on-line rumble.

Rage Software has set up a special WAP division headed up by former DMA Design founder Dave Jones. "We're developing titles which support a range of Internet-enabled wireless devices," a spokesman confirmed. "In the not-too-distant future, a user should be able to participate in an on-line game tournament, leave their home and still be able to check their status in the same game, or even continue to participate." Pretty heady stuff, although in the short-term WAP is likely to be focused on providing information rather than twitchy gaming thrills.

That's because the current WAP transfer rate is just 9.6kps, which is about five times slower than a conventional modem. However, in a few months the next generation of mobile phones will arrive, promising 10 times the transfer rate. Current problems include poor screen resolutions, weedy processors and scant memory capacity, although all should improve soon. Eventually the phones are likely to become handheld platforms in their own right, like Game Boy Advance or SNK's Neo Geo. Indeed, in Japan colour screens on mobile phones are already available commercially with the quality of a Game Boy Color.

WAP is just the start of the mobile's assault on the Net. In a couple of years' time UMTS phones (Universal Mobile Telecommunications System) will arrive, boasting transfer speeds of at least 384kbps. That's far faster than even ISDN and opens up the real possibility of video mobile phones as well as downloading games or music straight into the PlayStation2's memory.

Never underestimate the power of PlayStation. Remember, the future is bright – and always on the move.





"... plans are afoot for on-line community-based games played via your mobile"



The future of gaming looks set to combine WAP mobile phones, PDAs and PS2. Don't believe us? So why has Sony already signed a deal with Palm Computing to create a potentially PS2-compatible version of the Palm Pilot?



BYTES

Tron Bonne – Megaman's girlie rival – is going to star in her own game, to be released by Eidos and Ozisoft in the next few months. Developed by Capcom, this eclectic Japanese oddity is a strange hybrid of action, RPG and puzzling, set in a 3D world that's twice the size of its *Megaman* predecessors.

Konami's deal with Universal enables them to bring the world of Dr Seuss to the PlayStation. A 3D platformer starring The Grinch is in production now for a spring release to coincide with Universal's forthcoming movie. The film stars Jim Carrey as The Grinch. The game will star you as the creature, no doubt with a strange little dog in tow.

Joining Activision and THQ on the BMX bandwagon is Acclaim, who is due to release *Dave Mirra Freestyle BMX* on PlayStation at the end of this year. Dave Mirra's a pro BMXer and the game uses a souped-up *Thrasher: Skate And Destroy* graphics engine. Both a single and multi-player game, there are 12 levels, a multitude of obstacles to trick off and, needless to say, a bundle of radical tricks to try out. Meanwhile, Activision has announced it has signed seven top BMX riders to star in its forthcoming *Mat Hoffman's Pro BMX*.

Electronic Arts is pushing ever deeper into the realms of sporting obscurity with the release of *Roller Jam* in the US this summer. A CBS-networked TV sport program that features saucy young ladies and butch young men on rollerskates smacking each other about, it is considered prime videogame material. And good God, they may be right.

Hasbro has signed up the rights to create a game based on the old TV show, *Family Feud*. It won't have Daryl Somers or Larry Emdur in it, but you will be able to look forward to a host of hidden daft answers enabling you to recreate all the excitement of the real game show. Host: "Name a dangerous race." Contestant: "The Arabs..."

Apologies to those expecting an exclusive *World Touring Cars* review this month. We had stitched up the review with Codemasters and Ozisoft, but Codies decided the game needed more work and will now be released August or September.

Uncanny X-Men!

DO BATTLE WITH THE MUTANTS

The X-Men are preparing to do battle on the PlayStation in glorious 3D. *PSM* spoke to Jay Halderman, producer of *X-Men: Mutant Academy* for developer Paradox.

"This is the first time the X-Men have been in a 3D game," begins Jay. "It's a fighter with a lot of superhero action, lots of special effects and immersive environments – all based on well-known X-Men settings."

No less than 10 X-Men will be appearing in the game, each with several costume changes, including the super-togs they wear in the new film. Jay is also quick to point out that, "there's a lot of variety in the characters. To stay true to the comics

they all have different heights, masses and abilities." Not to mention claws, poisonous tongues, lasers and the occasional psychic power.

The game also promises to have plenty of variety. You'll even be able to take the combat to the skies with sustained aerial combat moves, which Jay describes as being like the combat training in *The Matrix*. Cool!

Arenas include the Blue Area of the Moon, New York under sentinel attack and the deck of the flying S.H.I.E.L.D. heli-carrier. They are all based on the comics and even feature interactive scenery in some instances.



The comics and forthcoming movie are obvious influences in *X-Men: Mutant Academy*. The fantastical moves look superb in 3D.

New Tax On Gamers

MIXED GST NEWS FROM SONY

The introduction of a GST in Australia next month is likely to lead to higher game prices. But it will also lower the cost of PlayStation consoles and peripherals, according to Sony.

PSM spoke to Sony Computer Entertainment Australia's National PR and Promotions Manager, Steve Wherrett (pictured), to get the low-down on the impact of the new tax on PlayStation gamers. "Consoles and peripherals will come down and software on games will generally go up because of GST," said Mr Wherrett. He said the price of games will generally go up because currently the sales tax on software was only applicable to the actual materials used like the CD itself, the manual and CD case and not the "intellectual property" – the game development costs which are the main factor in a game's price.

But muddying the waters slightly is Sony's new pricing policy, which has seen PlayStation games falling in price. Some games might fall in price even after the impact of the 10 per cent tax because Sony is now charging third party publishers less to release PlayStation titles. Mr Wherrett said, "For the PlayStation format we hope that the recent introduction of new royalty levels for third parties will allow them to release software titles at either the same price points as pre-GST and hopefully maybe even lower."

Consoles and peripherals currently attract 22 per cent sales tax, so the 10 per cent GST will see hardware prices fall, Mr Wherrett said.



What goes up must come down – unfortunately not game prices...

Virus Alert!

BEWARE! ACHTUNG! WARNING!



Just when you thought it was safe to go out – the *Syphon Filter 2* virus.

Take cover because there's high alert on the streets! Nope, we haven't been launching guided missiles from *PSM* towers with our PlayStation2, but the *Syphon Filter 2* virus has been unleashed on local streets. The secret service and the top military forces were even in toe on this recent stunt that had every 'civilian' and passers-by astounded and quickly ducking for cover.

Look out for the *Syphon Filter 2* machine in your local neighbourhood. If you hear nuclear evacuation sirens blaring in the background, or see some questionable 'soldier-types' handing out water pistols, then you can be sure that the virus is very, very close...



STEVE WHERRETT PORTRAIT: GEORGIE COLE; SYPHON FILTER 2: RICHIE YOUNG



Through The Square Window

Loved *Final Fantasy VIII*? Course you did. But it's not the only Square game in the world. Japan is full of them, each one a beautifully-polished gem – so why have they been hidden from here over the years? And why is that about to change forever? *PSM* reveals all...

The monster success of *Final Fantasy* has confirmed Square as one of the world's leading games developers. But in PAL territories, every *Final Fantasy* feast is followed by years of famine as we hungrily await the next blockbuster. Meanwhile, Japanese gamers gorge themselves on a veritable banquet of Square RPGs, adventures and fight-fests that we've never so much as sniffed over here.

And these aren't lightweight fillers. They are great games that would easily tide us over until *Final Fantasy IX* arrives. Thank God then, the days of rationing are nearly over. Square is pushing a sweet trolley crammed with gaming goodness for all PAL regions to share. Last month we previewed *Parasite Eve II*, and this month on page 54 we highlight the delights of *Vagrant Story*.

It's the sheer size and complexity of Square's games that has hitherto prevented PAL releases. Language difficulties and cultural differences make translation extremely difficult, so Square has waited until a dedicated operation in PAL territories could be established to handle the task. The success of *Final Fantasy VIII* clearly hastened the process and now we can rejoice, as not only is *SaGa Frontier 2* enjoying an unusual PAL release (7/10 *PSM* 32), but several other major titles are also currently undergoing translation.

Anticipating a release schedule that includes not just RPGs, but also 3D adventures, strategy and a splattering of survival-horror, *PSM* spoke to Yuji Shibata, Deputy Managing Director of Square Europe, about translation and pink battlesuits...

Official PlayStation Magazine: How difficult is it to translate a game from Japanese into English? Why, when the game has already been made and all the design work and programming has been done, isn't it just a case of translating everything?

Yuji Shibata: The translation is a difficult process because the volume of text is often huge and we have to fit the translated text into the dialogue boxes.

>>>FACT INTERMISSION<<<

This is a lot harder than it sounds because the Japanese written language has no less than three alphabets – Hiragana, where letters represent whole syllables; Katakana, a formalised version of Hiragana's brush-strokes; and Kanji, which contains roughly 2,000 ideograms adapted from Chinese. Kanji can represent an entire word in one symbol, so it's obviously very useful for squeezing more information into a game screen or menu. But that's a Godzilla-sized headache for the

translators when they try to write out all that information in English within the same space. Somehow they've got to convey the gist of the dialogue while reducing the bulk of the text. That's what takes the time.

>>>INTERMISSION ENDS<<<

PSM: What about cultural differences? Do Australians and Europeans want the same things from games as

to play and complete than European games. Is this true?

YS: Basically, we do not change the difficulty level of the titles released outside Japan. But after performing some user tests, if it's obvious [that the game is too easy], we adjust it a little bit. But not so much.

PSM: The Western version of *FFVII* had additional bosses that didn't appear in the original Japanese game, though.

YS: This is true. In fact, the localised European version of *FFVII* was later released in Japan and it became popular as well.

PSM: How do you decide which games to release in PAL territories? Do you choose your best titles, or titles you think are best suited to our tastes?

YS: There are various reasons to finalise the line-ups here in Europe. However, "European [and Australian] taste equals marketability" is always the key issue. Of course, we always try our best to publish as many titles as Square fans want!

PSM: Do your testers offer any advice on what to release in PAL territories, aside from working on the localisation?

YS: There's a lot of casual conversation from the testers talking about the release request. Also, we usually ask our testers to comment on the games – before releasing even in Japan – to have extra ideas or something creative sometimes.

PSM: Previously, PAL territories tended to see translations of Square games into English only once a US translation had been undertaken. How do US and English versions differ?

YS: It depends on the game, the schedule etc... We believe our US translations are of the best quality

and can fit the PAL market as well.

PSM: Are we ever going to see any of your older titles released in Australia? *Chrono Cross*, for instance, or the last *Seiken Densetsu* game (*Legend Of Mana*), or even *Chrono Trigger*?

YS: For the moment, we don't have any plans to release these titles for the PAL market. We are aware that Square fans want us to release such good titles, but...

PSM: You've already given the thumbs down to *Parasite Eve* and *Xenogears* on your Web site.

YS: There were lots of reasons for those titles not to be released in [PAL markets].

PSM: How do you see Square's future in PAL territories? Are you likely to stick with translations, or is there a chance you'll set up a design studio?

YS: Square Europe will be able to report to our main developing teams what the European [and Australian] market demands. A studio in Europe will be the next step after we have established our brand in this market.



Yuji Shibata, Deputy Managing Director of Square Europe, assembles his forces (above). Staff at Square Europe indulge in some subtle product placement (below) – "It is very good fun and we are dead proud of it."



the Japanese, or are there major differences in expectations?

YS: We are not simply translating the text. We try to localise the game to fit your cultural background, while keeping as much consistency [with the original dialogue] as possible. Game players in Japan are more used to RPGs, in comparison to other nations, and they really enjoy this type of game.

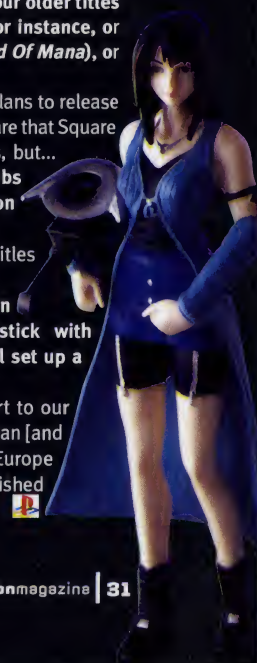
PSM: In the days of 16-bit consoles, and for much of PlayStation's life, publishers didn't seem interested in releasing RPGs here. Was this a mistake?

YS: Contrary to the Japanese market, the RPG genre was not big enough [for us] to publish titles in Europe [Australia] and the US. Square regards *Final Fantasy VII* as the title that first made it in this market.

PSM: Have you ever had to alter or remove scenes or storylines to aid the process of translation?

YS: Although we are not able to specify them, the answer is yes. Europe and [the] US have different rules about the graphical items which are banned in games. In such cases, we usually change the graphic to be compliant.

PSM: Some players feel Japanese games are much easier



BACK ISSUES



DECEMBER '99 - #29

Disc contents - Tomb Raider: TLR, Spyro 2: Gateway to Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Kingsley's Adventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.



JANUARY '00 - #30

Disc contents - Gran Turismo 2, FIFA 2000, Crash Team Racing, NBA 2000, Rainbow Six, Jade Cocoon, Pong, This Is Soccer, Atariland Compilation video.



FEBRUARY '00 - #31

Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pac-Man World, Worms Armageddon, NHL Championship 2000, Gran Turismo 2 video, Space Debris video, Ace Combat 3 video, download cheats.



MARCH '00 - #32

Disc contents - Music 2000, Action Man: Mission Xtreme, F1 '99, Ace Combat 3: Electrosphere, Eagle One: Harrier Attack, Colony Wars: Red Sun video, Team Buddies video, Gran Turismo 2 video, Micro Maniacs video, VJ utility.



APRIL '00 - #33

Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racer video, MediEvil 2 video, Cool Boarders 4 video, Ghouls 'n Ghosts video, Grandia video, download cheats.



MAY '00 - #34

Disc contents - Micro Maniacs, Demolition Racer, Player Manager 2000, Pro Pinball: Fantastic Journey, Renegade Racers, Syphon Filter 2 video, Radikal Bikers video, WWF SmackDown video, Colony Wars: Red Sun video, N-Gen Racing video, download cheats.



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FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. Do you know when the PS2 is coming out and how much it's going to cost?

A. The PS2's launch date is October 26 but we're not certain of the price. As soon as we find out, we'll let you know. For the latest on PS2 see our stop press E3 news section starting on page 8.

Q. I would really like a job as a game programmer. Can you give me any leads?

A. Obviously programming qualifications, excellent results and enthusiasm are crucial. Then send out your CV to as many game companies as possible. Show originality, creativity and professionalism. There are around half-a-dozen top game developers in Australia, and you could also consider working overseas. Check out a magazine like *Edge*, which features lots of game recruitment ads.

Q. My console is playing up. What should I do?

A. Call the Powerline for advice on 1902 262 662 in Australia, 0900 97 669 in New Zealand.

Q. Does PSM have a Web site?

A. Just the magshop for subscription information. We're too busy putting the magazine together! But we are considering a site. Let us know your thoughts on what you would like included.

Q. What sort of coverage will you be giving when the PlayStation2 is launched?

A. Please be patient, exciting news on our PS2 plans will be revealed soon. Have no fear; *PSM* Towers will continue to be your expert source of comprehensive PlayStation and PS2 coverage.

Q. Will PlayStation games still be released after the PS2 comes out?

A. Certainly, the PS2's backward compatibility and the huge number of PlayStation consoles sold (over 70 million!) ensures there is a massive market that will not be ignored.



Send your thoughts to: Feedback, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



King Anton

I just wanted to say the PS2 graphics look superb. I'm especially looking forward to *Tekken Tag Tournament*. The reason I write is actually because of the great Web site by Anton. My brother and I laughed ourselves silly while slapping that damned, seemingly invulnerable, employee. The comic strips and the illustrations are excellent as well. Job well done! Keep up the good work on the mag.

Saintly John, via e-mail

Say It Isn't So

Over the past few months you've been praising the PS2 games *Tekken Tag*, *Ridge Racer 5* and *Kessen*. But now you're telling us *Kessen* is a dodgy game and probably won't make it out of Japan! This is the only game I've followed since news of its existence, right from September



16 last year, and now I'm told it's crap! Not fair!

Are you sure it's that bad?

Please review the import version in detail!

Jacob Harris, Tas

We won't be doing import reviews, we'll continue to concentrate on PlayStation games and will announce our PS2 plans soon. *Kessen* has had mixed reviews, and is still a possibility for a local release, but on the whole, we're disappointed because the game had so much potential. Still, it certainly shows the brilliant possibilities of strategy games like *Command & Conquer* on PS2.

Road Rage

I have a lightgun and a steering wheel and I want to know if there is going to be

a game where I can use both – like a game where one person drives and the other person shoots?

Alistair Moby, via e-mail

There should be! It would be fantastic fun, wouldn't it? Get to it, developers, we're sure such a game would be possible on PS2.



R-E-S-P-E-C-T

Congrats on a great magazine. I'm a 100 per cent PlayStation freak and I don't get much sleep because of the damn thing! I am 30 years old, and have at one stage owned all the game consoles ever made – from the early '80s until now.

In *PSM* 29 you mentioned "Sega's string of failures" – that doesn't mean they weren't any good. The Master System and Mega Drive were fantastic. The only reason the Saturn failed was that it didn't have third party software backup. Let's not forget who made and still makes most of the best games (remember *Wonderboy*?). Sure, the PS2 is better than Dreamcast, but let's still respect Sega for who they are and what it has given.

Darth Baritakis, NSW

The "string of failures" referred to the disastrous Mega CD, 32X and Saturn, and it looks increasingly likely the Dreamcast will be added to the list. Sega has been a quality game developer for many years and certainly deserves respect, but we think it should give up

GOOD SHOUT

Just writing to tell you guys how much I love your magazine, and now that I've subscribed it's just so easy to walk out to the front gate of the garden and pick it up, take it back to my dorm and read it. While I was flicking through April's issue I noticed that there was a 'Squall' plate. Zell was there at the time, and saw that I was featured on my very own. Well, he started going off about something but you know me – I just ignored him. Then later I was on my way to the training centre and saw Seifer. He pointed his gunblade at me and told me that if he didn't get himself featured on a plate, he would add another scar to my face. Then he started going on and on about how much he reads *PSM* and how it should have been him on that plate. I cop slack from everyone and it's not even me!

Rinoa loved the idea though, but she hated the fact that it wasn't the real me. She thinks that there should be one plate of her and one plate of me and have them as a twin set. She's always looking for things to furnish her dresser and side table, as she moved into the dorm next to mine. I think that they'd be a bit flash for the dorms though, and that they should go back to her bedroom in Deling.

Seifer and I were on speaking terms for a change but after he found out that Rinoa and I went on a holiday to Deling City for a week, he's been a bit touchy. What happened after beating Ultimecia has been pretty weird, though. Anyway, I have to go and meet Rinoa at the Cafeteria now...

Squall Leonheart, The Garden





trying to produce hardware. The Saturn didn't get third party support because the hardware was difficult to develop for. Here's hoping it gives up on hardware and becomes a PS2 developer!

From Hero To Zero

I was wondering has there ever been a game that you have given a straight-out zero to, or what the lowest score you've ever given is and for what game? (Cyber Tiger? He he he...)

Steven Crampton, via e-mail



There are a few games that have been given 2, including 360 and Pax Corpus. Check out PSM 27 where we had the 100 worst games of all time.

Portable PS2

Love the mag! It always has great content, I love the amount of news you guys report on (especially PS2!), and I enjoy reading the

Feedback section. Not to mention the great demos each month.

Just about everywhere that I have read about the PS2 it says that it will be USB compatible. If this is true, here is my theory. Get yourself a laptop. Either connect your PS2 up to the laptop via a USB connection or by a TV tuner card. Then get yourself a USB compatible battery pack and there you have it. A fully portable PS2. Imagine PS2 anywhere, anytime. Can you please try and confirm this?

Gwain Canning, via e-mail

PS2 certainly comes with USB connections and you could certainly connect those devices, but the PS2 wouldn't recognise them without drivers. And given the weight and size of the PS2, we doubt whether it's ever going to be very portable! We'd rather play on a big telly.

Crap Shoot

I know there are some crap games out there, but what about the ones that seem crap but aren't? Take Cyber Tiger for instance. I bought the game second-hand and,



even though it is not awesome, I still like to play it. Even after a couple of months it's still entertaining.

So, here's my question: the people who review the games, are they the ones that give the final score or is it the entire PSM team that says what the game should rate?

Awesome magazine - keep up the good work. Tim Webb, via e-mail

We try to get as many people in the team to look at all the games we review to ensure our reviews are spot on. We're glad you enjoy Cyber Tiger (we suspect you're the only one in the country!) but for our money, it's very poor and nowhere near up to the standard of the Everybody's Golf games, which you simply must play.

Disappointing Fantasy

I am one of your many addicted readers and long-

term subscribers and think you guys are the greatest, but I've got one thing to moan about. In PSM 32, you advertised that you would have a Final Fantasy VIII download on your next disc. Being one of many loving FFVIII owners, I got extremely excited, expecting a perfect game with all the possible GFs (Guardian Forces) up to that stage of the game. I was extremely disappointed to find that the download on PSM 33's demo disc was a below average game without many GFs. For crying out loud, you didn't even have the brothers, siren, or Diablos!

This flaw will obviously not affect my opinion of your mag, as your great



ask nina

No mucking around... Nina sets the record straight.

Q. Which do you think is better, Colin McRae Rally 2.0 or V-Rally 2?

Tim Webb, via e-mail

A. Definitely wait for Colin McRae 2.0. It should be out mid-June now.

Q. Could you please tell me what the e-mail address is for EA Sports? I feel compelled to write and tell them what an absolute piece of crap Cricket 2000 is. For the first time I bought a game without having played it and was bloody disappointed. Shane Warne 99 rocked and I figured that the ICC wouldn't endorse anything unless it was of a decent standard. EA Sports has now become just another second-rate producer and I will seriously consider not purchasing upcoming EA releases I had in my sights.

Corey Lister, NZ

A. You can write to Steve Dauterman, head of Studio Oz, care of Electronic Arts, 46 Smith St, Southport QLD 4215.

Q. Hi Nina. Has there been any word on the possibility of a PocketStation2? Deep Pockets, NSW

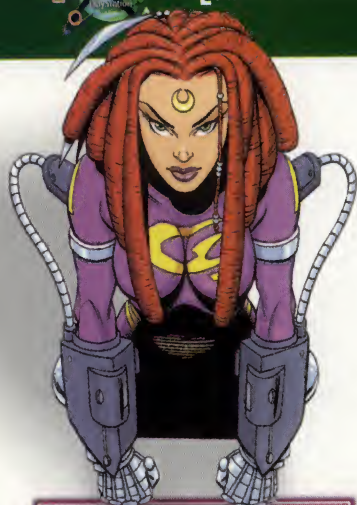
A. No, although I'm writing this before E3, so maybe Richie will bring back good news from the States.



THE JOY PAD



by anton



ask nina

Q. Is it known yet how the introduction of digital TV will affect us console gamers? Will it affect us at all?

Willie Copper, NT

A. If you buy a nice wide-screen digital TV, you'll be able to watch DVD movies in style using your PS2. Hopefully games on PS2 will also start supporting the wide-screen format if it takes off.

Q. What is the best racing wheel around to buy?

Stuart Francis, via e-mail

A. We think the Interact V3 is best, but the Dual Force is also good.

Q. Is there any chance of another AFL game in the near future?

Paul Harley, Qld

A. Studio Oz boss Steve Dauterman said in our interview in *PSM* 33 that there were no plans for a PlayStation AFL sequel. He said EA was going to re-evaluate the franchise and see if a PS2 AFL game was feasible.

Q. Who do you call when you discover shops selling pirated PlayStation games?

William Chan, via e-mail

A. Please do them in to piracy@playstation.scee.net

Q. Why do bodies always disappear after you've killed them in games like Metal Gear Solid?

Mark Brady, NZ

A. It'd get a bit messy and smelly otherwise



▶ reviews, cheats, letters, previews, ratings and many other things make up for any flaws, large or small.

The Spooners, via e-mail

PS. There is a picture of Squall I drew for you guys attached.

Where's the fun in providing a perfect game? The download was meant for people struggling with the game to get a bit more enjoyment out of it. Your picture is excellent, thanks.

Game For A Fight

I buy your mag each month and think it's really cool – keep up the good work! I am writing in reply to Henry Wright from *PSM* 33 about *FIFA Vs ISS Pro Evolution*.

I agree with *PSM* that *ISS* is better than *FIFA 2000*. I really like soccer games; I own three of them – *FIFA 99*, *Michael Owen's WLS '99*, and most recently, *ISS Pro Evolution* (its 10/10 score is well-deserved).

FIFA 2000 was a real disap-



pointment. It's basically the same as *FIFA 99* but the graphics are worse. I reckon all three of my soccer games are better than *FIFA 2000*. The gameplay is so boring in *FIFA 2000*, and ever since I bought *ISS* I can't stop playing it.

Even if there are no real players in *ISS* all you have to do is go to the edit mode and change the players' names. Simple. And it does have teams other than the international ones. If you go into master league mode, all the best European clubs are there. They aren't accurate, but once again, that's why there's an edit mode.

Danny, Vic

Vampire Slayer

Hi, my name is Sam. I'm a 13-year-old obsessed girl of the best PlayStation mag ever! Yes, you know who I'm talking about – *Official PlayStation Magazine*! You guys rock! Your mag is so great – I get the goss on all the good games and advice on all the bad ones.

I'm also a huge fan of *Buffy The Vampire Slayer*. She kicks butt! Do you know anything about the upcoming game?

Congratulations on a fab mag.

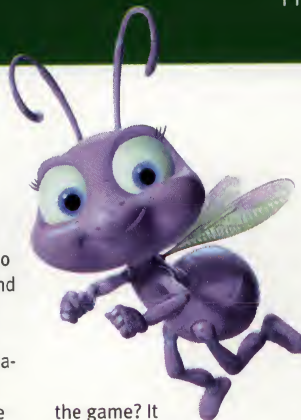
Samantha Allen, NSW

We had some news on the Buffy game in *PSM* 34 (page 11). It's looking promising and should be out before the end of the year.

2 For 1

After recently playing the old *PSM* 21 demo, I watched *The Bug's Life* video with real footage from the movie.

Couldn't movie producers package bundles like the *A Bug's Life* video with



the game? It could be a two-disc package with the game and the movie. How about it?

D. Schrafft, NSW

Battle Royal

Hello people at *PSM*! Thank you for delivering such a sweet mag over the last 33 issues. Although it has plagued my pay packet every month, I'm absolutely positive it is worth it.

Like quite a few people, I have had my PlayStation since day one (which means, yes, it has been to the repairer for overheating). I have seen the entire evolution of the beauty and have come to the conclusion that it can never be stopped – even with bigger, badder consoles on the horizon. Even at the beginning when the PSX seemed doomed, to come up against the single most powerful game producer on the planet and survive showed guts. Then it turned its sights on the N64 and annihilated it, thanks partly to Nintendo itself. Now it's the Dreamcast's turn.

Unfortunately it seems to be winning, but the end isn't nigh. With the depth of games still to come we will go down with a fight. That is, until the cavalry arrives in the form

of the PS2 and all its 128-bit emotion engine goodness, ready to stomp on the X-Box.

Edward Hearsom, via e-mail

I'm sure Sony appreciates your enthusiasm, but just to correct one point, the Dreamcast is certainly not winning. Retailers are dumping it from their stores in droves – it's all a bit sad really. More PlayStations are sold every week than the total number of Dreamcast consoles sold in this country to date!

Wrestling Attitude

I am an avid reader of *PSM* and I re-read issues many times. I was going over *PSM* 30 and saw Vs between *WCW Mayhem* and *WWF Attitude* (page 12). Finally, the war of good and evil has been waged! For those who missed it, good triumphed. Yes, *WWF* has finally officially beaten its lesser counterpart, and I'm sure all intelligent people will agree – it was a clear victory right from the start.

Joel Turner, NSW



RAGE AGAINST THE MACHINE

I saw a news bulletin on Channel 10 about how the Japanese Government wants to limit the amount of PS2s exported overseas because they pose a possible military threat! Apparently because of the power of the PS2's processor and because it can be connected to the Internet, the Japanese fear it is possible to hack in to military installations and launch their missiles with it!

I suppose if you're playing a really crap game, you could launch a missile at the company that made it!

Please tell me this is just some late April Fool's joke.

Ben Whitaker, via e-mail

Since we got our PS2, we've been busy sending missiles to Sega and Nintendo HQ. All you have to do is push **L1**, **R2** and **Start**... Seriously, it's a very funny story because even a Commodore 64 could be used by a hacker to cause mischief. There are import restrictions on Japanese PS2s, but it won't affect our local launch. We like your idea about sending missiles at crap game developers though. Watch out Cryo!

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and more



100 unseen pages of the
hottest **RALPH** babes



So, you're saving your pennies for the PlayStation2, but what about games to play on it? **Jason Hill** presents some of the PS2 titles in development in Europe and Australia. Many of these games should arrive at the same time PlayStation2 hits the stores. Can't wait!

The PlayStation2's PAL



"... it will be exciting to see just how far the teams have been able to push the machine in what is a relatively short time"

Japanese games have rightly held the PlayStation2 spotlight up until now, with Japanese gamers treated to outstanding games like *Tekken Tag*, *Dead Or Alive 2* and *Ridge Racer V*. Unlike some of the obscure Japanese PS2 games like mahjong simulations, these titles will definitely be released here on PAL format and most will probably be ready for our launch.

Juan Montes, Vice President of Development at Sony Computer Entertainment Europe, said the new titles announced will be released in the first year of the PS2 and are developed by Sony's internal studios, Psygnosis, and Sony "first party" developer partners Ratbag, Surreal and Evolution Studios.

"Since 1995, SCEE has operated a policy of supporting the best creative and programming talent in the industry. [These] studios have demonstrated the vision and the necessary technological grounding which will allow them to exploit the massive potential of PlayStation2. All the teams have been extremely enthusiastic about developing on PlayStation2, the leap in technology between the two platforms is vast and it will be incredibly exciting to see just how far the teams have been able to push the machine in what is a relatively short time."

Montes promises innovation from Sony. "This

'Year One' line up represents a mix of established franchises and original concepts across three main genres: racing, sport simulation and action-adventure. SCEE hopes to build on existing expertise in these areas whilst striving to add innovative new features, immersive gameplay elements and a compelling storyline to all future releases."

The Getaway

SONY

In the tradition of *Driver*, *The Getaway* looks like it will be one of the most visually stunning and incredibly fun videogames ever. Developed by Studio Soho, the team responsible for *Porsche Challenge*, *Total NBA* and *This Is Soccer*, *The Getaway* puts you in the role of a professional bank robber called Mark. He's been trying hard to put his past behind him until his son is kidnapped by gangland boss Charlie Jolson. Before too long he is unwillingly dragged back into the seedy underworld of vice and corruption in order to free his son from the clutches of the most feared man in organised crime.

The Getaway recreates over 70 square kilometres of the heart of London. You'll be able to explore the city on foot or steal a car and drive through any

street you care to mention; from Kensington Palace to the Tower of London, it's all there. Over 50 cars are available for your joyriding pleasure, all based on real-life models. Players will be able to perform astounding car stunts such as two-wheel races down back alleys, jumps and skids.

Sony says that players will have the sensation that they are entering a real, living city, with pedestrians and other drivers all getting on with their lives as you try to save your own. For extra realism, the many characters you will interact with have been created through the use of real actors' likenesses to give them depth and personality.

Wipeout Fusion

SONY

Sony's Studio Liverpool, the team that gave us *Wipeout*, *Colony Wars* and *Destruction Derby*, is currently hard at work on *Wipeout Fusion*, the fourth instalment in the groundbreaking series. It looks dazzling, and is set to be the fastest *Wipeout* yet. Sony says the future racer is going back to its hardcore roots. Expect an exceptionally tricky game, with a dark industrial vibe.

The game is set in the year 2150 and the →



NEWS FLASH!

DEFENCE FEARS OVER PLAYSTATION2

TOKYO: Japanese authorities have put an export control on Sony's smash hit PlayStation2 games console as it could be diverted to military use, a report said last month.

Given the high quality of its computer processing and Memory Card, the PlayStation2 could be used in missile guidance systems, the *Asahi Shimbun* newspaper said.

The machine has been designated as a product subject to Japan's Foreign Exchange and Foreign Trade Control Law, the newspaper reported. The report has been followed up in countless overseas and national newspapers and television stations.

PSM spoke to a Sony official about the report. "We could not compromise on quality because of fierce competition in the industry," the spokesman said, before retiring to his bunker to send another missile into North Korea. Don't try it at home, kids!



Buy a PlayStation2 this Christmas plus a \$500 billion rocket, and world domination could be yours. Or not.

→ Federation have unveiled the new Wipeout F9000 league. The new generation of anti-gravity racers display speed, subtlety and unprecedented levels of manoeuvrability. The original craft had just seven parameters that defined their handling, while the new models have 48. Soon you'll be able to experience true anti-gravity racing, including upside down tracks like *Rollcage!*

Wipeout Fusion is a huge step forward for the series, with Sony promising new gameplay features, tracks, ships, weapons and game modes. Additionally, the development team have taken note of the feedback received following the previous *Wipeout* games, making it more accessible to the casual gamer, whilst keeping the elements that appealed to hardcore racers. The racing venues will now include free-form areas that don't limit pilots to just following the track.

On the design front, rumour has it that Designers Republic has been dropped with Web designers Good Technology now supplying the game's individualist look. Soundtrack-wise, don't expect the Big Beat-isms of old as PSM can confidently say that Detroit techno boffin, Richie 'Plastikman' Hawtin will be supplying the harsh sounds.

Spin: Sprint Car Racing

RATBAG

Those Aussie Ratbags we spoke to last month have now revealed one of its PS2 titles and the gaming world has been put into a spin! Speed merchants and adrenaline junkies should get ready for a rough ride, because *Spin* is the first sprint car racing game ever. Sprint car racing involves feather-light 800 horsepower cars that tear their way round oval dirt tracks at speeds of up to 170mph. This high-octane excitement machine will feature realistic breakneck acceleration, and cars that will incur serious damage. If you come a cropper during a race, you'll actually be able to come in and repair your car – a necessity given the fragile nature of the vehicles. Ratbag promises gorgeous smoke effects, splattered tracks and shattered cars, and a frantic multiplayer mode. We'll be giving it a spin soon!

Drakan

SURREAL SOFTWARE

Psygnosis' excellent 3D action-adventure *Drakan* first appeared on the PC last year, and is now getting a PS2 outing courtesy of Seattle-based Surreal

Surreal Software (US)

Ratbag (Australia)

Drakan will feature some truly amazing emotional facial expressions and individual personalities.

"... adrenaline junkies should get ready for a rough ride, because *Spin* is the first sprint car racing game ever"

Software. In *Drakan* you play Ryn, a brave heroine who shares her soul with a dragon. You'll battle the forces of darkness over eight huge and beautiful environments in hand-to-hand combat on the ground, or take to the skies on the back of the dragon.

Cut-scenes will propel the story forward, and characters you meet during your adventure will have individual personalities and truly emotional facial animations. Combat features plenty of weaponry plus magical attacks. You can boost fighting abilities by using a unique trading system.

Dropship

SONY

Developed by the team responsible for *Blast Radius*, *Dropship* combines real-time strategy elements with airborne action and ground-based warfare. It looks like it may be similar to Rage Software's *Incoming* in terms of gameplay, offering frantic shoot 'em up action.

You are a rookie pilot and take control of different types of advanced ships, each with its own armaments and flight modes, to complete a variety of mission-based military operations. Sony says that the game will include a lot of varied, immersive

gameplay. Players can drop through the stratosphere, delivering their troops safely to the planet's surface. They can also dispatch artillery and vehicles to strategic positions, and interact with the troops directly in the battles.

Formula One 2000

SONY

After practically dominating the F1 franchise on the PlayStation, Sony plans on staying in top gear on PS2. *Formula One 2000* on the PS2 is looking very special indeed. Of course, the game will feature all the tracks, teams and drivers from the 2000 season. Players will be able to store their race data on Memory Card and compare their relative standing to the real Formula One 2000 season. Players will also be given a rank. An excellent 'manipulative replay system' allows players to choose different cameras, zoom in, and replay large chunks of the race, as well as save it out to Memory Card, then compare two replays at once. The game will also include an option for spatial stereo sound—hopefully showing us what the PS2's sound chip is capable of. This is all but guaranteed to be the most realistic F1 sim yet.

Bytes

→ Sony has shipped more than two million PlayStation2 units in Japan. The company shipped 1.4 million units at the end of March, and it shipped an additional 600,000 units within the first half of April. This number of units sold surpasses Sega Dreamcast sales, which total 1.52 million. The PlayStation2 now falls into third place, following the Sony PlayStation with 14.21 million units shipped in Japan and the Nintendo 64 with 5.32 million units shipped. Around a third of Japanese PS2 sales have been over the Internet. Sony says it is confident it will surpass the N64 this year. Sony also plans to ship 10 million PlayStation2 units worldwide by mid-2001.

→ Konami plans to launch 10 PlayStation2 games in PAL territories by March 2001. PSM suspects versions of *Silent Hill* and *Metal Gear Solid* must be on the cards, but for now the company has announced three titles that will be released to coincide with our PlayStation2 launch – *International Track & Field*, *Gradius* and... Wait for it... *ISS 2000*. Meanwhile, the company is busy working on Japanese PS2 titles. *Ring Of Red* is a mech-strategy game that takes in a post-war setting and is said to resemble Square's *Front Mission*. Also on their way from Konami are *Reiselied: Ephemeral Fantasia*, *Zoe, Walpurgis: Day & Night*, the self-explanatory *Japan Olympics 2000* and a snowboarding game called *ESPN X Games Snowboarding*, said to include photo-realistic graphics, real snowboarders and real-time TV-style commentary.

Studio Camden (UK)

Honami (Japan)

Studio Liverpool (UK)

Honami (Japan)

Plenty of airborne action and ground-based warfare are just a few of *Dropship*'s secret ingredients.

ESPN X Games Snowboarding looks set to feature real-life snowboarders.

ADD ON AND ON

PS2 PERIPHERAL UPDATE

While Japan is busy playing *Tekken Tag*, expectant gamers over here have had some good news from Sony with the announcement of new PS2 peripherals, mobile phone connectivity, infra-red controllers and the contentious issue of DVD playback. Here's what we know...

DUAL SHOCK2

While the new PlayStation2 Dual Shock2 is a big improvement on the old joypad (it's lighter, spanglier, has long leads and the analog sticks are far more responsive), expect an infra-red remote control version to be launched some time next year, complimenting the recently-announced DVD remote control. "They're on their way," commented SCE managing director Ray Maguire, talking to *PSM*. "They'll be designed so there's no lag."

MULTITAP2

The MultiTap2 is the coolest we've ever seen. It looks like a mini PS2. It has four controller slots and four Memory Card ports. Let's hope it is widely supported by both developers and gamers, ensuring a steady supply of multiplayer madness.

USB

Speaking at the recent US Game Developers Conference, SCEA's VP of third party relations and R&D's, Phil Harrison, confirmed that a

dedicated keyboard, digital camera (for inputting your own images into games) and hard drive (30GB minimum) will all be launched in 2001. We'll also tip there will be a microphone for karaoke (and hopefully - one day - voice-based control).

CABLE TV

Sony Japan announced a deal with Toyota and Tokyo Electric Express Railway to jointly establish a cable TV business in Japan that will work in conjunction with the PS2, creating a high-speed Internet service that enables PS2 owners to download movies, music, games and information to their consoles. The three companies have invested a total of 150 million Yen and plan to start the service in January 2000. A worldwide version would appear to be the next step, along with the roll out of cable modem.

MOBILE PHONES

Speaking to *The Nihon Keizai Shimbun*, SCE president Ken Kutaragi promised PS2 owners, "will be able to use the machine to access the Internet via cellular phones." Circumventing the need for a modem, Kutaragi-san claims that PS2's USB port means, "the service can be started as soon as sales begin of special software and a cable to connect a portable phone to PS2." Although an obvious stop-gap measure, the plan is for this service to enable users to order goods or play games against on-line opponents.

MEMORY STICK

Sony's Memory Stick is a tiny memory storage device (think of it as a super-fast floppy disc or a giant Memory Card) that can store and transfer digital data - images, movie files etc. Where PS2's Memory Card has a maximum size of 8Mb, the Memory Stick comes in four sizes (4Mb, 8Mb, 16Mb and 32Mb) with plans for a 128Mb version. The Memory Stick might not be able to contain a whole game, but mission packs, video clips, and audio tracks could all be downloaded, saved and transported to other PS2s. It's also the perfect medium for exporting a digital image from a video camera, inputting it into PS2 and creating your own *Tekken* characters, *FIFA* soccer teams, etc, etc. Again, talking to *PSM*, Ray Maguire confirmed plans to make a peripheral to connect the Memory Stick to the PS2: "The Memory Stick slot will be a peripheral that plugs into the PCM slot." Expect this to arrive some time in 2001.

DVD

PSM is happy to report that further testing with Japanese Region 2 DVDs has revealed excellent results. Playback looks perfect, smooth, clear and with no visible signs of slowdown. And a remote is a certainty for the local PS2 launch, although it is doubtful whether it will be bundled with the PS2. Here's hoping!

Dual Shock 2

操作方法

Internet via
mobile phone

DVD

Memory Stick

Joy pads, keyboards, memory sticks, mobile phones these are just some of the peripherals you'll be able to hook up to the PS2.



Hopefully *This Is Soccer* for PS2 lives up to its name second time round...

Evo Rally

EVOLUTION

→ The mud will fly on PlayStation2 thanks to *Evo Rally*. The game will feature 48 photo-realistic tracks from all over the world. English developer Evolution promises snow, desert and mountain courses, massive hill climbs, fully destructible cars and graphics that will push the PS2 as much as Colin McRae pushes his Ford Focus.

PSM was lucky enough to see a very early version of the game running last year and it looked fantastic. "We're tremendously excited to be working on this project with SCE," said Evolution's Managing Director Martin Kenwright.

Starsky & Hutch will provide a bit of retro flavour on PS2.

This Is Soccer 2

SONY

The PlayStation version wasn't quite soccer, but maybe it really will be second time around on PS2. The graphics will no doubt be drop-dead gorgeous, but it's the ability to change strategy and plays in real-time that sounds really cool. The game is in development at Sony's Studio Soho, where work is also underway on *The Getaway*. Sony wants the game to be more realistic, atmospheric and offer improved player artificial intelligence. Player movement is going to be more responsive, and players are modelled from a staggering 3000 polygons.

The game is set to feature even more teams and tournaments than the original, plus a school mode and a time-war league featuring the greatest teams of the last 50 years.



Bytes

→ Seminal '70s cop heroes Starsky and Hutch are going to speed onto PlayStation2. The game is the result of a collaboration between Empire and Sony Pictures. The car from the series became an icon for the time, a huge red 1974 Ford Gran Torino with a white stripe across the top.

→ Shown at the recent US Game Developers Conference was a fully working version of *Unreal Tournament* up and running on PS2. Playing on one of the game's original death-match levels, it moved slow, but looked good and came with all those *Unreal* trappings – rocket launcher, much running around and talk of a split-screen mode.

→ While it's no real news that Criterion has had a sequel to ace Dreamcast future-boarder *Trickstyle* set for PS2, rumours are beginning to surface that it is also working on another title.

→ Electronic Arts' *The World Is Not Enough* on PS2 should make up for the debacle that was *Tomorrow Never Dies*. It will incorporate elements of stealth-based subterfuge and 3D adventuring to complement the first-person shoot 'em up action.

→ *Dead Or Alive 2* has now had a workout in the PSM office and we can report that it is spectacularly good. It is a dead cert for a local release. Our insider bet is that Sony will release *DOA2* again, just as it did the first – and sadly overlooked – beat 'em up two years back.



Dead Or Alive 2 looks like it could even give *Tekken Tag Tournament* a run for its money.



The World Is Not Enough is possibly the Bond game we've been waiting for...



Tecmo (Japan)





The surprise hit of 1999 returns. *Tony Hawk's Pro Skater 2* is on the way with more tricks, more skaters and the biggest air you've ever breathed. *PSM* was suitably stoked...

"Weak? It just called that trick 'weak'?! And 'sloppy'?! " *PSM*'s resident board-master is somewhat narked. "What the hell is going on?" Despite a black belt in *Tony Hawk's Skateboarding*, even we must admit that the sequel looks tricky.

Having just landed a 360-degree switch melon with both trucks flat on the floor (and without busting any bones), you'd expect at least a small ripple of applause from the digital audience. But no, it seems style points are the new rock and roll for *Tony Hawk's Pro Skater 2*. It works thus. Pull a flash trick with a tentative snatch at the rail, or perform a half-hearted attempt at a nose grind, and your effort is dismissed out of hand as 'weak and sloppy'. Or, if you happen to be grinding through Marseille, 'trés pathétique'. Marseille? The pretty French port? Yep, Tony's been on his travels, stopping off at new parks in beautiful France, sexy Rio de Janeiro and New York's very own Central Park. As we said a moment ago, what the hell is going...

Let's backtrack a little. *Tony Hawk's Skateboarding* kick-flipped on to the streets in October of last year to great critical and commercial acclaim. The game was special for a number of reasons. Like the fact that skateboarding is inherently cool. And because anyone could pick up the controller and start tricking off obstacles almost immediately. And because it was more addictive than peanut M&Ms. And because it had that irrepressible just-one-more-go factor that kept you playing into the small hours until your eyeballs bled and your thumbs peeled.

Naturally, there were criticisms – some justified. Like the dodgy fogging and horrendous pop-up, but somehow with *Tony Hawk's*, they just didn't matter – but, all the same, how about fixing them with a sequel, and a sequel with a skate park editor at that? Good idea. It worked well in *V-Rally 2*, why shouldn't it work in a skating game? Thus, the first time we saw *Tony Hawk's 2* (renamed *Pro Skater* to bring PAL territories in line with the US) there was a top-down, 2D park on which you could drop obstacles and then race around. That was all right for starters, but things have improved.

Now you've got a massive 3D fun park, in which you can cram nearly a hundred different objects in real-time. Remember the taxi near the half-pipe in the first level of the original game? Using the editor in *TH2* you can have 10 of them in your park, back to back. Or you can create huge waves of quarter-pipes, or deep swimming pool-like bowls, or you can litter the floor with dustbins and picnic tables. Or, or, or... Trust us, it's exceptionally versatile.

Neversoft has looked at every aspect of the game afresh and taken it a step further. Although at first glance the changes may not be obvious. Take character creation. *Tony Hawk's 2* enables you to design a new character in almost every detail, not just the option of a big fat skater versus a skinny one. In the new game you can build up your body however you want. Change your skin tone, change the size and colour of your clothes, change your hair, change your shoes, even stick tattoos on your skater's limbs. In theory you can get a skater that looks pretty much like you (with tattoos). It's entirely possible to tweak the pro skater's attributes too – slap a big old dragon tat on Tony's thigh if you like.

"No more throwing you off the side when you fall on a rail in a boardslide. We now have the infamous 'nutter' animation; it looks so real you'll feel your own twig and berries flutter when you sack it on a handrail." Producer Steve Pease fragrantly sets the scene for Tony's second outing.



ILLUSTRATION: DAVE CHALLINOR

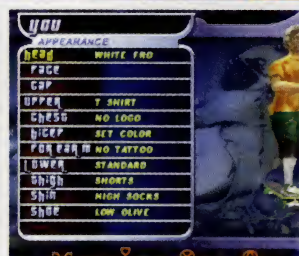
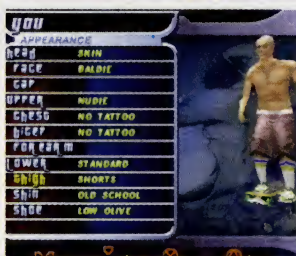
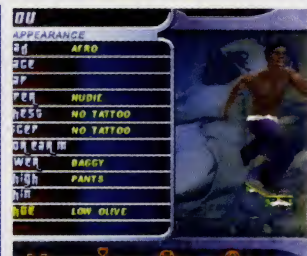


"Gasp as your skater splats into walls, groan as Tone gets wrapped round a post, sob as your plank shatters..."



Tailgrabs, weak indys... The stakes have been ramped up for *Tony Hawk's Pro Skater 2*, with all manner of new tricks and combos added. Good luck...





Not enamoured with your skater's appearance? Now you can customise every square inch. Well, maybe not every...



Okay, so you've constructed your burly, bald-headed, big-shorted, skate punk, now you've got to give him a trick set to play with. Our early version of *TH2* used the same intuitive control system that graced the original. Just as before, *PSM* was soon spinning off the lip of a pipe and landing straight into a flash grind. But, weak and sloppy tricks aside, we noticed there were a bundle of new tricks that we hadn't seen before. Mute and melon spring to mind, familiar to fans of snowboarding certainly. It seems Neversoft has worked hard at expanding not only the range of tricks, but also the number of combos. There are more varied nose and tail-slides, a slew of new nollie tricks and a load of lip tricks. Which is a good thing because there's only so many times you can pull off a fast plant without getting bored. Indeed, we managed a couple of the brand new axle stalls that looked pretty fly to *PSM*'s resident white guy.

Success in events enables you to pick up new tricks to add to your skating repertoire. Better still, you can now decide which joystick buttons will activate your stunts, enabling you to arrange fave moves according to your individual dexterity.

Of course, the chances of your novice skater pulling off any elaborate tricks are pretty slim, so expect *TH2* to escalate the bail-out/blood-spillage entertainment. Not content with simply grinding Tony's skull into the concrete, Neversoft has constructed a clutch of interesting wipeouts that'll keep onlookers amused. Gasp as your skater splats into walls, groan as Tone gets wrapped round a post, sob as your trusty wheeled plank shatters into a thousand splinters...

Location-wise, *TH2* has been on hols. France is represented by Marseille and the level is modelled on an actual skate park. As is sunny Rio, which greets you with a humorous loading screen reading "uno momento por favor". Humorous because they speak Portuguese in Rio, not Spanish. The remaining levels are littered across the US, from New York to Hawaii, but there's an extra hidden level to uncover at the end of the game that's like nothing else on Earth. Literally.

So we're at the stage where your character's built, your tricks are assigned (and mastered) and it's time to take on your mates. Spot of

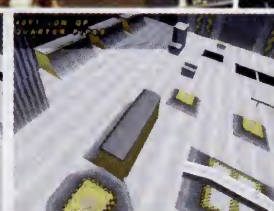
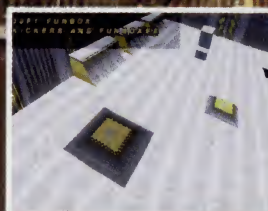
SKATE ladies and gentlemen? Or perhaps you'd prefer some Graffiti? Naturally the original multiplayer options are present, along with advancements like battle mode and the ability to reduce your rival to a weeping heap after you've shunted him off the edge of a ramp. In addition, there's street, vert and best trick modes, which can all be played by up to eight players. Play the game to completion and a host of mini-games are revealed, including longest grind and highest air competitions. Remember trying to dodge that taxi that was careering round the downtown level in the first game? How about using a similar premise and competing in a game of traffic chicken with your mates? Or crash test dummy that involves attempting to break as many bones in your skater's body as possible... *Tony Hawk's Pro Skater 2* is shaping up to be a radical improvement on an already fine original game. It has ramped up all the elements that made the first game great and has enough new features to silence all the cat-calls of 'sequelitis'.

Somewhere in sunny California, Tony Hawk is smiling sagely...

THREE STEPS TO SKATEBOARD HEAVEN

Producer Scott Pease explains the skate park editor...

"You create levels in full 3D so that you actually see your park as you build it. You can choose from about 150 parts, stack them, recombine them, and pretty much construct any kind of park you can dream up. It's not one of those last-second-slapped-on-can't-build-a-track-that's fun kind of features - with a little creativity you can probably build levels that are almost as good as the ones in the game (we'd say better, but the designers here are bigger than us). The skate park editor also allows stacking, so you can pile blocks and ramps up to 60-feet high. You could build a fun-box that high and then make Tony's character go jump off of it!"



A few tweaks and snips and you'll have Tony dropping in from 60 feet.



STEP 1: PICK A PARK THAT'S NEW

The premise of the skate park's a simple one. You're given a big room in which to construct as many ramps and grind rails as you wish, choosing from a range of 100 items. Drop them into place, making sure you've got a good run-up to build the speed to pull off a big trick. Slotting in grind rails and fun boxes will help when it comes to creating combination tricks.



STEP 2: RAMP IT UP

Your ramps are fully adjustable in height, so you can create ludicrous drops and swimming pool-shaped chasms. Although the room size doesn't look particularly big from the creation screens, once you drop into the area you'll be amazed at how big the place is. An ultra-high roof means there's little chance of smacking your noggin on the ceiling, plus there's enough floor space to race around and build up speed.



STEP 3: SKATEBOARD HEAVEN IS WAITING

Once your arena's built, you can scope across the park checking out suitable trick spots. This is where you'll get the jump on your opponents as there's plenty of time to plan out the most promising high scoring areas to aim for and figure out where you can nollie from rail to rail for big combination points. You can also dip into the park at any stage, checking what works and what doesn't, then get back out and fine-tune the course.

Now, here's the best part. You can save your creation to a Memory Card and take it round your mate's house for a multiplayer tournament. Since you've already had time to perfect your trick spots, you'll be in an ideal position to spank him with your big wooden plank. Excellent!



The Hawk Talks



The beautiful/
unnerving site that is
the Birdman in full
flight. That's one
helluva drop if it all
goes board-up...

PSM caught up with Tony Hawk at the World Cup Skate Championships deep in the heart of Gothic Prague...

Official PlayStation Magazine: How did you get involved in videogames?
Tony Hawk: I've always wanted to be involved in a skating game and Activision approached me. I surveyed all the games, and Activision was already on the best track. They really had the right feeling for modern skating, so I got involved right away.

PSM: What kind of contributions have you made to the new game?
TH: I've made more suggestions and got tons of reference materials for all the new tricks and locations. I'm not quite writing code for the game, but I do have a lot of input...

PSM: What was the best part of creating the game?
TH: Doing motion capture was a lot of fun. It was a hard day at work and it was weird having all those balls attached to me. A couple of times I fell trying to do a manoeuvre that we were going to capture. I ended up falling spectacularly, which I think will probably be incorporated into the game.

PSM: Was it like making the 900-degree? (Tony was the first skater to make this trick after years of trying.) How did it feel when you landed it?
TH: It has been nerve-racking since the first time I thought about it. I felt a great sense of relief when I landed it, but I'd basically given up on it until that night.

PSM: Any hot skaters ready to take your mantle?
TH: Yes, and they keep getting better all the time. Bucky Lasek and Bob Burnquist will probably dominate this year's Vert events. I would also say the same for Rick McCrank, Andrew Reynolds, Brian Anderson and Eric Kostorn in Street.

PSM: Are all the moves in the game actually possible to carry out?
TH: The only restrictions we really faced in the game were limitations of ideas. We wanted to keep it as realistic as possible. Almost every move in the game is based on a real move. The only time they start to get impossible is when you're throwing them into a combination while you're still in the air. They're maybe not really possible. They just haven't been done before and that's what makes the game so exciting. In this game you can do a kick-flip into a 360-degree flip, which is unheard of.

PSM: We get letters from readers claiming 400,000+ points for one trick in the original game. What's the highest score you've ever achieved?
TH: Um... Well let's just say that 200,000 is a good day without using any cheats.



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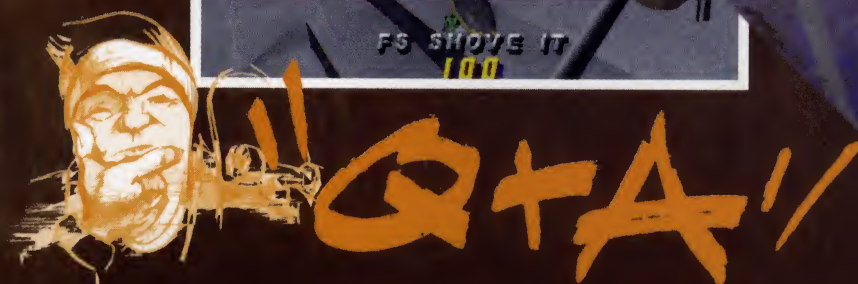
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BORED WITH THE SAME OLD HORROR?

TRY MEDIEVIL 2
TWISTED ADVENTURES IN HORROR





Scott Pease, *Tony Hawk's Pro Skater 2* producer, takes *PSM* behind the scenes of making this latest skate bonanza.

Official PlayStation Magazine: Can you tell us about the new locations?

Scott Pease: There's a variety of locales, just like in *Tony Hawk's Skateboarding*, but this time they're bigger and jam-packed with expansive secret areas. You'll hit all the major skate cities in the US like New York and Philadelphia, then journey outside of the country to hit famous parks abroad, like Marseille.

PSM: How big are the levels compared to the first game?

SP: Twice as big. The city levels are huge, with massive hidden areas, and we have multiple car types – buses, elevated trains, moving trucks, golf carts and of course the ubiquitous taxi.

PSM: What's the progression of levels in the game? Do we start at a hometown and move through to more exotic locations?

SP: If you create your own character from scratch you'll start in the middle of nowhere, at a local skate park, and you have to earn the right (both in terms of money and prestige) to visit some of the famous skate spots in the US and abroad.

PSM: How did you research the real tracks?

SP: We either visited them ourselves, or hooked up with some locals via the Internet and bribed them into giving us pictures. We have one designer [Aaron] who works on the East Coast, so he was able to research New York and Philadelphia. Sadly, a trip to France was out of the question, but our art director [Silvio] found some friends

over there who drove to Marseille to film the park for us.

PSM: What new tricks have you implemented?

SP: The best is probably the manuals – basically riding in either a wheelie position or a nose-wheelie position on your board. You have to balance manuals, just like grinds, but you can ride them across flat sections of the levels, so now anything can be linked into a massive combo. We've also added a ton of new grabs and flip tricks, nollie trips, lip tricks and a bunch of new inverts.

PSM: How does the career mode work this time round?

SP: It's more involved than last time. Now you earn money for completing the various level goals, which allows you to upgrade your stats, tricks and equipment, and journey to bigger and better levels. And access hidden secrets...

PSM: How much input has Tony provided for this game?

SP: Tony's been a bit busy learning to program the vector units on the PS2, so he hasn't had a lot of time for us. But he has been instrumental in helping us get the new pros, nail down our new trick list, shoot reference material, and we've even tapped his personal library of skate photos to gather reference for some of our secret levels...

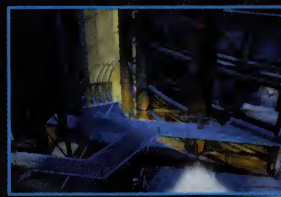
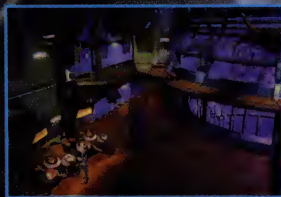
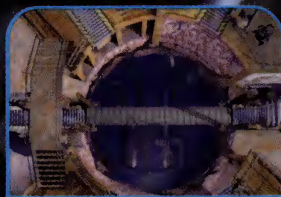
PSM: How have you improved the two-player modes?

SP: We've added an eight-player, turn-based, contest mode, so you and seven other friends can take your custom skaters and battle it out in a real skate competition. We're also adding a tag mode, where the object is to run down your friend and shove him into the asphalt.

While the game obviously deals in the imaginary, motion capture of Tony Hawk allows realistic tricks to be performed as they would in real life. We're sure you'll agree that the animations are just superb, whether you make a trick or not.



PREPLAY



The dark and dingy corridors of the Volgian HQ will be lit up by a special effects team that worked on *The Empire Strikes Back*.

In Cold Blood

The mission: to uncover one of the most promising PlayStation titles of the year. Special agents **Jason Hill** and **Andy Lowe** don sunglasses and trench coats and track down a killer.

Is great films like *Pulp Fiction* and *The Usual Suspects* reveal, sometimes a story is made great not by the yarn itself but by how it is told. *In Cold Blood* is a gripping tale told in an unconventional manner.

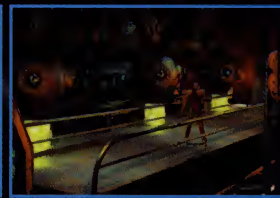
The game begins with the hero John Cord being tortured by an unknown villain for an unknown reason. Cord has lost his memory, but the torture begins to trigger a flashback to a seemingly routine mission in the newly independent Russian republic of Volgia...

You take control as John Cord, MI6 Secret Service agent and all-round good guy, at the start of a mission in Volgia. Playing out in classic reluctant-hero style, you start with absolutely no information and must dig, threaten and steal for scraps. The game continues with the player reliving fragments of John Cord's memory, until finally two-thirds through the game you arrive at the point where the spy is being tortured. As Revolution chief

mission offers up to 60 locations to explore, and the pre-rendered backgrounds are incredibly detailed and some of the most dazzling yet seen on PlayStation. The characters cast shadows realistically and the atmosphere is spellbinding. To keep the pace edgy and ponderous, twitchy camera viewpoints are ditched in favour of cinematic cutting and editing. Revolution has further backed up the movie inspiration by using the company that designed the creatures for *The Empire Strikes Back* as special effects coordinators, an award-winning film score writer as composer, and an acclaimed theatre director as casting and recording director.

A key innovation is Cord's Remora device, a portable hacking system which gives him access to electronic devices – from opening doors and charming reluctant elevators, to half-inching crucial computer data which is then permanently added to a sort of database notebook. Far from being just

Pre-rendered they might be but *In Cold Blood's* backgrounds ooze the kind of atmosphere you expect from a Revolution title.



Charles Cecil puts it, "We wanted it to feel like a movie and play like a game." As a result, the game steers somewhere between *Syphon Filter's* straight-to-video action mush and *Metal Gear Solid's* Manga flailing.

This is an epic espionage game that beautifully interweaves the strong narrative with stealth action. While the game obviously has similarities with *Metal Gear*, there is much more character interaction and the story is deeper and more important to the action. Puzzles are also woven into the storyline rather than simply being obscure obstacles like many adventure games. The game is certainly difficult, with Revolution estimating a playing time for average PlayStation players of around 60 hours, but there are great touches like Cord's head turning to look at important objects that help the player.

Being a spy, it's no good going into locations like Schwarzenegger. Although you will have plenty of opportunity to use your firepower, a stealthy approach is vital right from the start of the game. Shooting a Volgian guard might enable you to quickly get to a room that you want to enter, but your gunshots will alert other guards who hunt you down. The main emphasis is more on mood than movement. You want blazing ballistics? Stick to *Syphon Filter*. Dispatching awkward hostiles is always best done with a furtive crack to the back of the head, if at all (one bit sees Cord smoothly working his way past a guard by sympathising with his injury-ridden football career).

There are nine missions to complete, with locations including uranium mines and enemy compounds. Each

a pretty gimmick, this actually encourages – brace yourself – intelligent gameplay. At one stage, for example, you'll meet a friendly but tight-lipped official who will tell you nothing but his name. Cross-reference his name with the computer and you'll find out the name of his daughter. Now, when you talk to him, there's an extra option ("Tell me about your daughter..."), which, naturally, loosens him up a little.

Given the ambitious movie-as-game approach, the conversations are as evolving and authentic as possible. They've at least tried to ease the standard tedium of persistent repetition as you attempt to shake new information from an already encountered character (when we twice informed a guard of the football score, he gently reminded us that we'd already told him once). Attempting to exhaust your entire inventory on a puzzle bypasses the usual "No!"/"No can do!"/"I don't think so..." and instead throws up a variety of responses ("Use cigarette lighter on particle accelerator..."/"Come on. Think!"). Although Revolution is a self-confessed fan of the likes of *Metal Gear* and the *Resident Evils*, it was keen to avoid fake puzzles with little basis in reality. The game environment contains plenty of manipulable objects that don't immediately scream "Use me!" You have to think...

Obviously taking its cue from Hollywood action and suspense blockbusters, *In Cold Blood* promises to be one of the most innovative and gripping games of the year. It is great to see the makers of the brilliant *Broken Sword* games have moved into the *Metal Gear* age with an adventure peppered with intuitive puzzles, carefully-paced drama and, yes, the occasional spot of bother.

PSM OPINION



Dazzling visuals, engaging, deep and innovative storyline, great mix of stealth and intelligent puzzles.



The game is tough and you need to save regularly to avoid having to retrace your steps. Some might also think there's not enough combat. Also, the 80 per cent complete version we played suffered from clunky animation that has been promised to be fixed.



This might be a little too grown up for some gamers. Revolution's two previous PlayStation games, *Broken Sword I* and *II*, didn't sell as many as they deserved. Let's hope everyone gets behind this sneak 'em up gem.

Vagrant Story

Square has stretched Sony's hardware to such extremes that your PlayStation will be limping for weeks. **Zy Nicholson** emerges himself in the title that renders belief...

Medieval *Gear Solid*. That's what the hardcore devotees are already calling Square's sumptuous, cinematic sword-swinger. You don't have to take their word for it, either – when *Vagrant Story* made its debut in Japan, it became the first PlayStation game ever to receive a perfect 40/40 score from the review committee of the esteemed *Famitsu* magazine.

Ashley Riot, an elite Riskbreaker agent working for Valendia's Knights of Peace, is assigned to investigate the murder of Duke Bardorba. After infiltrating the Duke's mansion, a brush with the supernatural leads Ashley to pursue religious cultist Sir Sidney Losstarot through the twisted city of Lea Monde. There's a cast of colourful suspects, abounding with Shakespearian reference, while the odd use of speech bubbles and noir-ish lighting grants the stylistic spin of a mature comic strip or graphic novel to the engine cut-scenes.

Despite the RPG overtones, *Vagrant Story* is more of an action-adventure with strategic elements. Combat is menu-driven, but there's no switching to a battle screen – you fight your opponents as you encounter them in the same environments. Fighting is simply a case of attacking and evading at first, but with practice you'll learn the *Gunblade*-esque timing to chain attacks for multiple hits (Square's Japanese testers currently hold the record at 40-plus hits). You also have to watch your Risk meter, as dangerous odds leave you vulnerable and may even force you to retreat.

An unusual blend of action, menus and timed button pressing results in a totally unique combat system.

PSM OPINION



It looks absolutely stunning, features deep combat options and is highly replayable.



There isn't any speech, and it is short-lived and complex in parts.



The freeze-action battles could disappoint purist action-adventure fans, but any player with the vaguest grasp of RPG strategy should follow *Vagrant Story's* progress with interest. It's looking good in more sense than one.

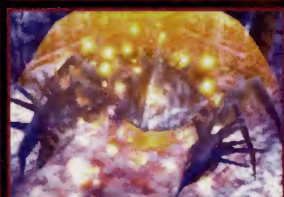
Injuries are represented by a hit-location system – body parts can become individually damaged, even to the point of being incapacitated. So you might target a fast enemy's legs to hamstringing them as a tactic, but find that an injury to your own sword arm is making your weapon swings less powerful.

Strategic depth rests in the customisation of your weapons. By combining components like blades, grips and power stones, you can make your own medieval weaponry to suit your speed and fighting skills, or upgrade your existing weapons. Even the weapon itself, once forged and named, can gain experience over time – repeatedly use it against the Undead, for instance, and it becomes increasingly more effective against them.

Let's not ignore the wow factor, either. Remember the motion blur in *Metal Gear Solid*? *Vagrant Story* does it better, then trumps it with a focus blur effect when the camera switches between foreground and background. The environments are true 3D, but with curved surfaces, moody illumination and fine detail as rich as any 2D backdrop. Take a closer look at the characters and you'll even see them breathe.

Vagrant Story is a product of the hugely-successful pairing of producer Yasumi Matsuno and *Ogre Battle* artist Akihiko Yoshida, who last worked together on Square's *Final Fantasy Tactics*. Yoshida's character designs have stamped *Vagrant Story* with his distinctive style, while the medieval European architecture recreated in the game's musty wine-cellars and stained-glass chapels demonstrates the influence of an inspirational sojourn in France.

Providing it can overcome the odd associations of its Japlish title ("... and that's why I really need \$2 for the train fare home, mate") and gain mass acceptance for its unusual and innovative combat system, *Vagrant Story* could be Square's new masterpiece.

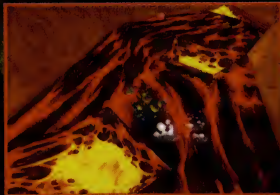


Publisher: Sony Developer: Square Release date: June Origin: Japan Style: Action-adventure Players: One

Vagrant Story is the first PlayStation game ever to receive a perfect score from the esteemed *Famitsu* magazine.

"Despite the RPG overtones, *Vagrant Story* is more of an action-adventure with strategic elements"

PREPLAY



Rayman has been given a complete overhaul – *The Great Escape* features a 3D world with huge and beautiful levels.



PSM OPINION



Rayman's 3D world looks superb and his movements are silky-smooth.



The environments occasionally suffer from confusing layouts and overly dark textures.



If some in-game objectives were more defined the gameplay would improve.



Rayman 2: The Great Escape

Don't get into an uncontrollable spin over the PlayStation2 just yet. *Rayman 2*, says **Richie Young**, is evidence enough that the grey box isn't on its last legs.

What is immediately noticeable with *Rayman 2* is the move away from the original's 2D scrolling world to a 3D one – something that the 32-bit console is more akin to. *The Great Escape* is much better paced, and its levels are huge and beautiful – challenging enough for any platformer freak that finishes levels before anyone else has had a chance to fire up their console!

All the *Rayman* peculiarities have been recaptured and his job this time round is to free the population of the world that have been captured by pirate Razorbeard. You also need to collect all the 'Lums' – there are 1001 of them in total, but they prove very helpful when trying to find your way through some of the larger worlds. Acting like a trail, it's a good idea to stick to following the Lums, as the sheer size of the levels can get confusing – much like Hansel and Gretel with their breadcrumbs. Furthermore, some game objectives aren't particularly clear and can leave you wandering around aimlessly. This is a minor detraction though, with more than enough excellent sub-games and puzzles to keep you glued to your seat.

Moving to a 3D world has given Rayman a ton of new capabilities. Using the left analog stick along with the standard controls is the

control and graphics though, this latest incarnation of *Rayman* has pulled just about every trick out of the book.

What is most apparent is the fluidity of the graphics. Even with the 2,400 animations, the disc-bursting 232 characters and Rayman's new myriad of moves, *The Great Escape* looks amazing. Admittedly, the extent of this improvement was rather surprising given that this was Ubi Soft's first foray into 3D on the PlayStation. In fact, the development team claims that *The Great Escape* utilises 100 per cent of the PlayStation's processing power.

Amongst the hardest elements of any 3D game has been the use of camera angles. As viewing areas are crucial to plodding through courses, a camera that doesn't follow plot development properly can completely spoil an otherwise good game. For the most part, the cameras in *The Great Escape* focus on the immediate tasks at hand (good!), but when you get into the nooks and crannies of the courses, you often struggle to see what is required next (not so good). These minor camera problems will hopefully be ironed out by the time it's released, and some may argue that the necessity to manually move the game's camera has now

"... there are loads of highlights like Rayman water-skiing behind a snake and hammering through the sky riding atop a Rodeo Rocket"

most effective and allows you to throw and lob luminous pellets, run in infinite directions, float through the air like a helicopter and bounce off things for height. This is far from a run-of-the-mill game with the same puzzles in every level. In fact, there are loads of highlights like Rayman water-skiing behind a snake and hammering through the sky riding atop a Rodeo Rocket. Both of these levels are particularly fun and add an element of variety.

Depending on how well the French/Chinese team are able to polish up this game, it offers the potential to be the platformer that PlayStation owners have been waiting for since the release of the N64 version of *Super Mario*. Of course, the question is not whether a free-roaming 3D game is possible, it's how well it's executed, as ambitious games like this can easily go wrong. In terms of gameplay,

become part of platform puzzle-solving anyway.

After working through the 20 expansive levels of *The Great Escape*, it does appear that many of the elements present have originated from the 3D *Mario* title. Not to say that this is an unoriginal game – in fact, that couldn't be further from the truth. *Rayman* has a particular style that was developed when he first appeared way back in 1995 on the Jaguar console and this time around the game is solid and improves on the original.

So with *Rayman*'s new class and fantastic gameplay and graphics, is it a worthy contender for game of the year? Tough to say. But it will certainly be one of the best platform games available for the PlayStation and is sure to give it one helluva workout, especially when others struggle to break it out in a sweat.



Alundra 2

Will action and role-playing make a perfect match? **Pete Wilton** consults Dexter to see which will reign dominance.

Uaruna was once a peaceful realm ruled by a wise old king and guarded by mighty warriors Jeehan and Ratcliff. So, for \$64,000, what happens next? If this was a question on *Who Wants To Be A Millionaire* you'd be grinning at Eddie McGuire like an idiot, as it's obvious that the warriors vanish, an evil baron takes control, replacing the king with a wooden puppet, while branding his supporters (like the pirate hunter Flint) traitorous dogs. And Eddie, I believe Flint goes on to challenge the Baron. Congratulations (after a commercial break), you've won \$64,000.

Yet, if plot-wise *Alundra 2* is a predictable beast, in other respects it's rather surprising. Gone are the cute sprites and stylised backgrounds, and in saunter polygonal characters and proper 3D environments. There are fewer windows of text and more sampled speech, and the Psygnosis team has handed over the publishing role to Activision. Despite all the cosmetic alter-

"... if plot-wise *Alundra 2* is a predictable beast, in other respects it's rather surprising"

ations, *Alundra 2*'s role-playing style remains true to the original. This game is about action. Whether you're slashing at foes with your sword or solving 3D puzzles, you control Flint's every move.

It has to be said that attempting to bring action and role-playing together does have its dangers. One partner usually dominates and in *Alundra 2*'s case it's action that's wearing the trousers. While cut-scenes steer you in the right direction, it's up to you to make your way between armed encounters and hop about dodging walls of fire. Flipping switches, opening chests, unlocking doors and destroying obstacles is all done without the need of menus. Only when it comes to using special items, changing weapons or healing yourself do you need to consult lists and icons – but we're talking little more object-fiddling than is needed in *Resi* or *Metal Gear Solid*.

Alundra 2's simplicity could be both its biggest asset and its Achilles heel. It won't frighten off action fans, but it may not be sophisticated enough to pry RPGers away from *Final Fantasy VIII*.



The blend of 3D puzzles and story scenes provides a healthy balance of chin-scratching and real-time swordplay.

PSM OPINION



Alundra is easy to get into, there's plenty of scrapping, and the pirates are bonkers!



The combat is awkward, it could lack depth, and it's not that pretty.



The list of games that have tried to combine action and role-playing and have failed miserably is a long one. *Alundra 2* is attempting something hugely ambitious and, sadly, could end up a cropper as a result.



Publisher: Cryo | **Developer:** Pitbull Syndicate | **Release date:** TBC | **Origin:** US | **Style:** Racing | **Players:** Two

TEST DRIVE 6

Like all the racing titles that have found their way to PSM Towers since the arrival of *Gran Turismo 2* and *Colin McRae Rally 2.0*, *Test Drive 6* was greeted with a fairly lukewarm response. Graphically it's not quite up to the standard set by the genre leaders and the handling of the vehicles, at least at this stage, lacks the requisite subtlety and realism. What it does offer though, is no less than 11 incredibly-detailed tracks, 40 of the coolest sports cars around, and gameplay options that make the rest of the genre blush.

Starting the single-player game with limited funds, you get to choose your first

car from the likes of Lotus, Audi and Dodge. Completing time challenges and betting on races enables you to make money, which can then be used to either upgrade your car or buy a model in a higher class.

The majority of the races take place on the streets of some of the world's most famous cities. London, Hong Kong, Paris and Rome are among the circuits that you'll recognise, and not only are all of the popular landmarks present and correct, but their geographical locations in relation to the track are reasonably accurate, too.

You also have the option to take control

of one of four police cars and pursue illegal racers as they speed through the streets. The courses are fairly linear, but the nature of their design, with crossroads and junctions, really makes you feel like you have the freedom to explore the city. Until you try it.

An out and out arcade racer, *Test Drive 6* is an exciting prospect for anyone who is tired of games where realism takes precedence over gameplay. There might not be 600 cars or ultra-realistic crumple zones after crashes in *Test Drive 6*, but since when were these the makings of a great racer? **JC**



As well as the cars in the garage, you can take control of a police car and pursue illegal racers.

Publisher: Ozisoft | **Developer:** Infogrames | **Release date:** June | **Origin:** Europe | **Style:** Pig warfare | **Players:** Four

HOGS OF WAR

Infogrames describes *Hogs Of War* as "Worms in 3D, but with pigs, gags and Rik Mayall (*The Young Ones*) providing the vocal talent". It doesn't exactly sound kosher, but it's actually a tightly produced, entertaining *Worms* variant.

Five factions of pigs have gone to war over the world's swill supplies. Selecting a unit of four porkers, you adopt the role of English, German, Japanese, French or Russian Hambos as they're dropped into 25 different war zones. Each is presented in full 3D, with players up against the clock as they try to inflict maximum

damage to rival trotters using a range of comedy weapons.

Hogs Of War elaborates on the *Worms* concept while retaining its simple, yet unpredictable, gameplay. The turn-based action runs with familiar weapon systems, such as grenades, mortars and air-strikes, and its 50-strong arsenal also throws in trotter-to-trotter combat, disguises and pigs with different abilities. Each plays a key part in the game, yet never muddies its simplistic waters. Multiplayer is superb fun.

The pig troopers can wander anywhere in the levels, while the third dimension

enables the developer to slot sniper sights onto the projectile-based weapons like rocket launchers, rifles and bazookas for extra accuracy. The levels are also crammed with hazards that spark hilarious chain reactions. Thus, minefields dot hilly battlefields surrounded by water – deadly when you consider pigs can't swim.

Hogs Of War looks like it will be an entertaining slice of bacon-flavoured madness. Mayall's commentary is a trifle over-blown, but even he can't detract from one of the most innovative ideas to emerge this year. **SM**



Forget about *Pigs In Space* – these pigs are in war and use a range of hilarious weapons.

Publisher: EA | **Developer:** EA Sports | **Release date:** Out now | **Origin:** Canada | **Style:** Soccer sim | **Players:** Four

EURO 2000

Another soccer tournament, another officially licensed game from EA Sports that builds upon the highly successful *FIFA* engine – it's as inevitable as the final whistle at the end of a match. As is the game's authenticity. Not a single player or team name is out of place and the comprehensive create-a-player mode has well over four million possible permutations, allowing you to replicate just about anybody you can think of.

There are a few new moves and button presses to get used to, including some spectacular finishing moves. These are best practiced in the new skill drill mode where

you are put through a series of training exercises designed to prepare you for the challenge ahead. This mode can also be used to play against your reserve squad or set up to play in the same formation as your next opponent. Handy.

All eight of the tournament stadiums have been faithfully recreated, plus four extra that were used for qualifying matches. The attention to detail is second to none as the players take to the field in their named shirts. You'll see the lighting change from day to night, and the weather conditions are even realistically determined taking into account

an exciting range of parameters like the time of day and the longitude and latitude of your playing location. Incredibly anal admittedly, but if it adds to the realism of your *Euro 2000* experience, then it's every bit as valid as giving players the right coloured hair and flesh tones as far as PSM is concerned.

Gameplay-wise, *Euro 2000* is exactly what you'd expect from a *FIFA* update – it's a little smoother, looks a little better and has a brand-new license to boot. It's probably going to be the best *FIFA* yet, but as for whether it's worth buying, find out next month. **JC**



Gameplay refinements will be slightly less obvious to all but the most seasoned *FIFA* players.

Publisher: Ubi Soft | **Developer:** Aqua Pacific | **Release date:** July | **Origin:** Europe | **Style:** Tennis sim | **Players:** Four

ALL STAR TENNIS 2000

Ubi Soft's tennis sequel's main selling point will be the inclusion of Adelaide bad boy Lleyton Hewitt. There's also half-a-dozen other real players, including Richard Krajicek, Gustavo Kuerten, Todd Martin, Conchita Martinez and Amelie Mauresmo. Characters have different power, intelligence, running speed, accuracy and reflexes.

The range of shots include slices, backspins, smashes, lobs, topspins, and volleys. All shots can have "after-touch" swerve added by a deft press of the **L1** or **R1** buttons.

Players can compete in exhibition games, tournament or season mode and play

doubles or singles. Multiplayer is great fun, but strangely the entertaining bomb mode of the original has been omitted.

There are 12 courts from around the world, with clay, grass and asphalt surfaces, and the ground type affects speed and ball spin. It also features lovely animation, good crowd noise, players who smash their racquets into the ground in frustration and umpires who call "quiet please". The replays give a real televised coverage feel, too.

It's not as easy to pick up and play as *Anna* – the moves are tricky at first and the computer will cane you. But once you


get the hang of things, you'll be running around the court at a lightning pace.

Unfortunately, there are a few niggles. There are no difficulty levels so the game can be frustrating for the single player, and your player sometimes swipes at the ball in the wrong direction and dives for balls right next to him. The camera can also be occasionally dodgy and not show all the court.

If you've played with *Anna* to death and are hankering for some more tennis action, you should take a look at this. But it's doubtful whether it is going to be anywhere near as much fun as *Smash Court*. **JH**



The presentation is good, apart from the etch-a-sketch lines in the replays...



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P L A Y T E S T

PHOTOGRAPHY: CATH MURPHY. SHOT ON LOCATION @ CRITERION HOTEL, SYDNEY.

Ssshhh!!! Quiet please ladies and gentlemen, we're trying to have a serious game of snooker here. So 'cue' (sorry!) corny billiard jokes. *World Championship Snooker* goes up against *Jimmy White's 2: Cueball* as we test their, ahem, frame rate amongst other things. Away from the green baize things get a bit more hectic with *Need For Speed*, *Rally Masters* and *Bishi Bashi*, so if you're not a fan of the noble game, you won't be completely snookered...

PSM ratings

- 10** For games that are near-perfect. A must-buy.
- 9** Highly recommended, this is a great game to play.
- 8** Very good. Well worth considering as a title.
- 7** Not bad, but minor flaws mean we have doubts.
- 6** Fairly average. Not really worth purchasing.
- 5** The wrong side of average. We'd avoid it.
- 4** Looking pretty dodgy. Major problems here.
- 3** Very poor. Something has gone badly wrong.
- 2** Rubbish. An inept, short-lived game. Just crap.
- 1** Take CD from sleeve and use as coffee coaster.

REVIEWED

<i>N-Gen Racing</i>	62
<i>Need For Speed: Porsche 2000</i>	64
<i>Jimmy White's 2: Cueball</i>	66
<i>Legend Of Legaia</i>	67
<i>Tombi 2</i>	68
<i>Rally Masters</i>	69
<i>BattleTanx: Global Assault</i>	70
<i>Rescue Shot</i>	71
<i>Bishi Bashi Special</i>	72
<i>Street Skater 2</i>	73
<i>Gauntlet Legends</i>	74
<i>Hydro Thunder</i>	75
<i>F1 Racing Championship</i>	76
<i>Armorines: Project S.W.A.R.M.</i>	77
<i>World Championship Snooker</i>	78
<i>JoJo's Bizarre Adventure</i>	79
<i>Grudge Warriors</i>	79
<i>Missile Command</i>	79
<i>Q*Bert</i>	79
<i>Barbie Super Sports</i>	80
<i>Brunswick Circuit Pro Bowling 2</i>	80
<i>Fisherman's Beit 2 - Big Ol' Bass</i>	80
<i>Midnight In Vegas</i>	80
<i>NBA In The Zone 2000</i>	81
<i>Crusaders Of Might And Magic</i>	81



N-Gen Racing

Not so much *Gran Turismo* with jets as *Wipeout* with wings. Have a box of Kleenex ready, because when the afterburners kick in your eyes will bleed...

The sensation of having your ribcage jammed up around your ears leaves a powerful impression. Especially when the thing doing the jamming is a shiny metallic dart that has just broken the sound barrier. Jet planes, you see, are so fast they threaten to rearrange your internal organs even when you're simply observing them from the ground. You'd think this would make them the perfect subject matter for a hangarful of racing games, but surprisingly, with the exception of the abominable *Plane Crazy*, *N-Gen Racing* has the PlayStation's skies all to itself.

The challenge is to pilot a jet plane through canyon-heavy courses littered with power-ups and checkpoints. Unlike a flight sim where you can fly anywhere, in a normal *N-Gen* race you have to follow a set course—miss two checkpoints and that's it, you'll be disqualified and no doubt debagged in the pilot's dormitory afterwards. The clever bit is that the faster you fly to the ground the faster you go, and by picking up power-ups you can go even faster.

you bounce off trees, receive a rocket up the tailpipe and still make it to the next checkpoint and (hopefully) a handy health replenish.

Did we say rocket? Ah yes, what jet fighter would be complete without cannons, rockets and missiles to fire off at anyone stupid enough to cut you up at MACH 2? Not ours, that's for sure. As you step up each racing class, your rival pilots become more belligerent and better armed. With munitions fizzing past your intakes, and other racers keen to capitalise on every manoeuvring error, you'll wish you were back in the comfy cockpit of your trusty trainer jet.

Buying new racing machines in *N-Gen* isn't just a matter of boosting your ego, it's essential if you want to win the latter classes—even more so than in games like *Gran Turismo* and *Rage Racer*. Of course, it's a thrill to get your hands on a Harrier, but you'll have to earn it. It's this raging cash thirst that'll force you to enter all the club races, trials and competitions, honing your

"Thankfully *N-Gen* is more forgiving than either of the *Wipeout* games, letting you bounce off trees, receive a rocket up the tailpipe and still make it to the next checkpoint..."

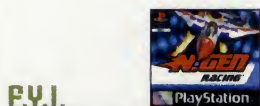
Sounds simple enough, so what's all this 'GTwithjets' nonsense? Well, in the *N-Gen* mode, you can buy planes, modify them and enter races for money. Win a few races with your tardy Hawk trainer and pretty soon you'll be able to afford a Mirage or Jaguar with extra aeronautical knobs on.

Merely catching a glimpse of *N-Gen* hurling scenery past your lugholes, before you turn 180 degrees and dip your wingtip into a lake, makes it clear that this is another game from the makers of *Wipeout*. Like the original magnetic toboggan racer, the track design is devilish, forcing you to twist one way and then the other as you attempt to avoid pylons, bridges and hillsides. Thankfully *N-Gen* is more forgiving than any of the *Wipeout* games, letting

skills further until you're ready to fly the really fast jets.

The glorious blue sky is blighted by the odd white, fluffy cloud. Get more than two planes on-screen and there's noticeable slow-down, as the PlayStation busts a gut to rotate the next valley into view. Sometimes getting more than two planes in your sights can feel like an achievement in itself, as the field spreads out so much that you spend much of the time flying solo. While many of the circuits look stunning (especially at night) there is a sameness about the textures that makes the more arid landscapes less than exciting. But you'll be so busy hopping over mountains, shaving checkpoint markers and trying to stay intact, you won't have time to dwell on its few faults.

Pete Wilton



EVL

Publisher:	Dzisoft/Infogrames
Developer:	Curly Monsters
Release date:	Out now
Origin:	Europe
Style:	Airborne racing
Price:	\$79.95 (NZ\$99.95)

WHY NOT TRY...

<i>Wipeout 3</i>	10/10 PSM 26
<i>Plane Crazy</i>	4/10 PSM 25
<i>Aironauts</i>	4/10 PSM 25



VERDICT

8

GRAPHICS	9 Slick and technically accomplished.
GAMEPLAY	8 Addictive barnstorming that can be frustrating.
LIFESPAN	8 Four classes and tons of competitions to enter.

A racer that requires tons of concentration and bags of patience. Soar to new heights at supersonic speeds, just don't come crying to us when you go to pieces at 900mph.



analog



dual shock



memory card



number of players



- 14** Time trial pits you against another jet flying the other way. It's your chance to try clocking up a record lap.
- 15** Attention! You'll want to turn hard to avoid a missile up the rear.
- 16** *It-Get's* courses come to life when the sun goes down. The reflected lights and glowing beacons of the night tracks are simply glorious. No time to look at the scenery, mind.
- 17** The track design is devilish, forcing you to twist in all different directions.
- 18** The game suffers from occasional pop-up, particularly in two-player mode.



Need For Speed: Porsche 2000

Do you still feel the need? Well, satisfy your speed fetish by jumping into any Porsche you please.

E.V.I.


Publisher:	Electronic Arts
Developer:	In-house
Release date:	Out now
Origin:	US
Style:	Racing
Price:	\$79.95 (NZ\$89.95)

Wondering why you've got to drive AUFs rather than proper Porsches in *Gran Turismo 2*? Here's the culprit. The license to Doctor P's entire output was secured for *Need For Speed Take 5*. But before you start sending rude letters to EA HQ, have a go on it, because it's really rather good.

Needless (geddit?) to say, aside from the police pursuit vehicle, every single car in the game is a Porsche. They're drawn from 50 years of Teutonic engineering, from 1948's 356 to the latest 911 Turbo. Along the way you'll encounter the first 911 from the 1960s, the ultra-expensive four-wheel-drive 959, and the 580bhp 917 Short Tail. Altogether there are over 70 different Porkers to put through their paces, although you'll need to be an ardent petrolhead to distinguish between some of the more obscure variations on the 911 theme.

Graphics-wise, all the cars are beautifully modelled. They've got transparent windows through which you can peer at the dashboard, the seats and the driver sitting at the wheel. The convertibles all have their tops down as well (except when it's raining).

Handling-wise though, we hit *Need For Speed: Porsche 2000*'s Achilles heel. While the speed's there – taking a 959 flat-out through

factory driver and evolution. Quick races offers you a selection of *Need For Speed*-style racing canapes. These are: Chase, which opens up all the roads and puts a cop car on your tail (though it pales in comparison to the chases in *Hot Pursuit*); Time Battle, which is a weird knockout thing; Capture Flag, which has you driving round confused, while the omniscient computer-controlled car grabs all the flags; and Race, which is just that. These are all best played against friends.

Select factory driver though, and you become a trainee test driver at the Porsche Factory. Your aim is to become their ace driver by passing a series of 12 assignments, which range from tricky slalom courses to delivering a new 911 cabriolet to its new owner. An hour or two should see you polish this lot off, but it's worth doing to unlock three of the tastier Porsches, including the slinky GT1.

But evolution mode is best. This microcosmic version of *Gran Turismo* gives you a few thousand dollars to buy your first Porsche. Winning races and tournaments earns you more money, which you can use to add better Porsches to your garage or beef up your existing selection. *Need For Speed* goes a step further than *Gran*

"Graphics-wise, all the cars are beautifully modelled. They've got transparent windows through which you can peer at the dashboard, the seats and the driver sitting at the wheel"

the Japanese City course is hugely exhilarating – the cornering isn't. The cars don't run wide through fast bends, and they take a *Ridge Racer*-style approach to power-slides. Trying to negotiate the 90-degree bends that litter the courses is a matter of closing your eyes and praying. Pretty soon you'll find the fastest times can be achieved by ignoring the brake and keeping your thumb on the accelerator through all but the sharpest bits. Polyphony Digital won't be losing any sleep.

But don't despair, because apart from that, EA has done a splendid job of moving the series on. The tracks, for example, look great. There are six basic scenarios: the French Riviera, Scottish countryside, a Japanese city/county combo, snowy German mountains, American canyons and a closed racing circuit.

And then, by opening and closing streets and playing with the weather and the time of day, a huge set of courses unfolds. Each strikes a nice balance between tricky street sections and open country, and the scenery throughout is charming to behold.

What's really nifty though, is the way the game has been structured. The main menu gives you three different ways to play: quick races,

Turismo though, by letting you smash up your cars. Miscalculating a corner mid-race will visibly crumple your bodywork, and it'll cost you money to get it straightened out. It's the parts, you see. Craftily, evolution mode is split into three eras. You start off in the 1950s – complete with suitably twangy guitar music – and advance through the disco-rock '70s to the present day. To progress from era to era you've got to complete each one's tournaments. These aren't terribly taxing, however, and you've only got to come third in each, so again, this won't tie you up for weeks.

Need For Speed: Porsche 2000 is by no means perfect. The half-hearted handling doesn't do its subject matter justice, the four-car races make for limited overtaking action, and the seemingly-multitudinous playing options actually prove rather short-lived.

Nevertheless, *Need For Speed* games are always exciting, and this one's no exception. More to the point, unless you're a stripy-suited stockbroker, it's probably your only hope of owning a garage-full of Porsches. Now, who's snaffled the Ferrari license?

Jonathan Davies



WHY NOT TRY...

<i>Gran Turismo 2</i>	10/10 PSM 31
<i>Colin McRae Rally 2.0</i>	9/10 PSM 33
<i>Need For Speed IV: High Stakes</i>	8/10 PSM 22

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 Suitably thoroughbred, in both the car and scenery divisions.
- 8 Fast and exciting, despite the iffy handling.
- 7 Lots of options, though they're all swiftly polished off.

If you don't like Porsches, steer well clear. And the handling is best described as 'arcadey'. Otherwise this is an inventive use of a lucrative license, offering loads to tinker with.



dual
shock



memory
card



number
of players



- 12** Not sure what colour to choose? Take one for a spin in every shade to see which takes your fancy...
- 35** The wheels are a bit pointy, but we'll forgive it that.
- 68** There are 70 Porsche models to put through their paces.
- 91** You'll achieve speed by ignoring the brakes. You might fail the 90-degree bends, though...
- 124** It's not just your average Sunday drive - though who would complain if you're in a Porsche? Three modes are on offer, including *Driver-style* chases.





analog



dual shock



memory card



number of players



- 12 Nice effects in a luxurious location. Hardly rocket science, though.
- 84 Lining up shots can be tough, but fortunately there's a handy training mode to provide you with guidelines to follow.
- 58 As well as pool, *Cueball* offers virtual darts, draughts, the classic *Dropzone* and a one-armed bandit.
- 78 There are plenty of activities and difficulty levels, they're just not much fun...

Jimmy White's 2: Cueball



EVL

Publisher:	Ozisoft
Developer:	Awesome Developments
Release date:	Out now
Origin:	UK
Style:	Snooker sim
Price:	\$79.95 (NZ\$119.95)

Chalk up a cue... It's time to prove you know which end of the stick goes where.

If you fancy a spot of pool, but don't have the requisite space in your abode for a table, this game might just be the answer. The oddly named *Jimmy White's 2: Cueball* sees you playing a number of billiards games, and the graphics as well as the ball physics are fairly well programmed.

The game is set in a large house, and there are other amusements on hand if you don't quite feel like playing pool all the time. If you feel like dabbling with an arcade classic there is a perfectly accurate tabletop version of the classic *Defender* clone, *Dropzone*. The package also includes a draughts board, a dartboard and a slot machine. *Dropzone* is actually surprisingly addictive, and quite possibly more enjoyable (for those of you who like instant action) than the many pool and snooker games on offer. If you are into cue sports though, there is a lot on offer here.

There are two games rooms for you to play in. An American-themed pool hall for eight ball, and a more refined English den where gentlemen play snooker. This is very much a game for the more patient amongst you, as the process of lining up and taking a shot is laborious in the extreme. Also, even though the game lets you play in 3D so you can view the table from a number of angles, the overhead view is really the only option that lets you relatively quickly and easily assess the trueness of the shot you are about to make, let alone which additional shots you might be able to set yourself up for. This view is functional, but it doesn't really give you that 3D feel of 'being there'. Instead, you feel more like a spider stuck on the ceiling.

There are a number of computer opponents to play against that don't have the handicap of lining up their shots using the flexible 3D camera; they just 'know' where to smack the ball, so the opposition is very tough. The CPU seems to have been programmed by Eddie Charlton, as the computer is very good at making impossible shots, and you will find you get beaten often, especially until you get the hang of the, at times, awkward sighting and shooting controls. Using just the right weight in hitting your shot is probably the hardest skill to acquire, as a few millimetres on screen can really make a difference to how hard you are hitting the ball.

Overall, this game is most enjoyable against a flesh and blood opponent where the playing field is more level. That said, those of you who love to smack a few balls about with pointy sticks will feel *Jimmy White's 2: Cueball* runs a poor second to the real thing.

Steve Polak

WHY NOT TRY...

<i>World Championship Snooker</i>	8/10 PSM 95
<i>Pool Hustler</i>	8/10 PSM 71
<i>Actua Pool</i>	8/10 PSM 19

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 6 The room's warm and enticing. The camera angles aren't.
- 5 The controls are fiddly, but you can learn them.
- 7 There is heaps to do, and none of it happens quickly.

An interesting and accurate take on real bar sports, but the slow and overly-ponderous method of cuing lacks the immediacy and familiarity of doing it for real.



analog



dual shock



memory card



number of players

Legend of Legaia

Looking around for another epic Japanese RPG after finishing *Final Fantasy VIII*? You need look no further than *Legend of Legaia*.

Legend of Legaia comes to us from the same producers as the classic *Wild Arms*, and even though it's been out for quite a while in Japan and the US, the wait has certainly been worthwhile, as this is an extremely entertaining RPG in the classic vein. However, even though the graphics and story may be standard Japanese RPG fare, the innovative battle system is excellent and the many mini games are sure to amuse.

The story concerns a young warrior named Vahn (for a more personal touch, you can rename him and his companions), who is trying to rid the land of an evil mist which turns humans into psychotic slaves to the Seru (magical ornamental creatures which had previously helped humans). While saving his own small village from the mist, Vahn discovers the power of the genesis trees. The trees not only banish the mist, but some of them also host Ra-Serus, which are unaffected by the mist and seek to aid humans in destroying it. Joining with a Ra-Seru (which enables the use of magic in battles), Vahn sets out to revive the world's genesis trees.

Along the way, Vahn joins up with Noa, a young girl raised by a wolf, and Gala, a powerful martial arts monk. Their individual storylines weave together nicely, and while the plot is certainly no breakthrough, it keeps drawing you in and there are many good mini games (such as fishing, fighting and the dreaded card machines) to keep you distracted from the main aim.

While graphics in towns and on the world map are only adequate, the battle scenes (especially magic use) are quite impressive, and the battle engine is highly inventive in taking away that random element which is so prevalent in RPG combat. When in combat, each of the three characters has a gauge that measures how many physical moves they are able to execute during each turn. The moves consist of different 'strike zones' on an enemy so, for example, if an enemy is hovering above ground, a leg attack is useless.

The character commands are entered manually by directions on the controller and a quick, intuitive interface allows for killer combos to be created. A special combination of moves will result in a new 'Arts' move being learned. Using Arts Moves (which can also be learnt from books and other characters) increases the amount of damage inflicted to the enemy, but also deducts an amount of Arts Points (AP) from the character's AP gauge.

This makes for some incredibly strategic play, especially against some tough enemies (of which there are quite a few). Add magic to the variety of physical attacks and there are some excellent fights waiting to be had. Magic is gained by absorbing the power of defeated Seru monsters, which must be beaten without the use of magic, and spells range from all-character healing to devastating attacks. It costs Magic Points to cast spells, but spells will gain power (levels) with repeated use.

Legend of Legaia is certainly challenging and is sure to keep RPG fans happy for well over 50 hours. There are even multiple endings, which are determined by how you answer a set of questions near the climax.

Stuart Clarke



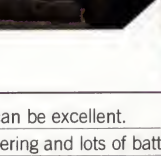
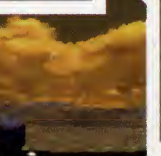
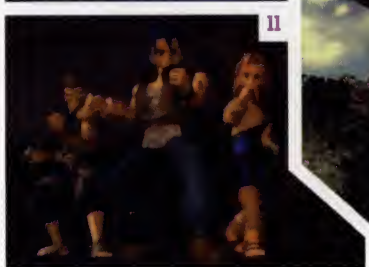
E.V.I

Publisher:	Sony
Developer:	Contrail/Prokion
Release date:	Out now
Origin:	Japan
Style:	RPG
Price:	\$49.95 (NZ\$49.95)

- 12** The plot isn't innovative, but it will draw you in...
- 84** ...And there's a large assortment of mini games to distract you in the process.
- 58** There are some puzzles, some map wandering and lots of battles.
- 940** The special moves in the battle scenes are superb.
- 142** Save the world in a day? Nope, but quite possibly two without any sleep.

WHY NOT TRY...

<i>Final Fantasy VIII</i>	10/10 PSM 28
<i>Final Fantasy VII</i>	10/10 PSM 22
<i>Wild Arms</i>	9/10 PSM 20



VERDICT

8

An excellent role-playing game with an innovative combat system. If you choose to get lost in Legaia, you'll be gone a long time.

GRAPHICS
GAMEPLAY
LIFESPAN

- 7** The battle scenes (magic etc) can be excellent.
- 8** Some puzzles, some map wandering and lots of battles.
- 8** It'll take around 50 hours – then there's the mini games!



Tombi 2

He's a throwback who wrestles pigs and catches crabs. Don't ask...

Looking like Sideshow Bob out of *The Simpsons* on a particularly bad hair day and given to lobbing boomerangs and jumping on the backs of pigs, Tombi isn't your regular platform game hero. Then again, *Tombi 2* is hardly a regular platformer.

Play this game and you'll learn to shin up chains, hatch chicks, extinguish fires, fill holes and unsnag fishing lines – whether you want to or not. Rather than being contained in special rooms or squeezed into sub-games, *Tombi 2*'s puzzles are, literally, part of the scenery. Jump on one end of the beam and the other end will ascend raising water, tripping a switch or simply enabling you to hop up to a higher beam. Its bizarre 2D/3D approach means that while you mostly travel along one plane of action, arrows pop-up to tell you when you can dodge into or out of the screen (think *Crash Bandicoot 3*'s different platform styles spliced into one game).

The original *Tombi*'s graphics have been given a daytime makeover, leaving them tarted up around the edges but still trembling with reactionary reserve. Tombi himself is well-animated as he attacks evil pig guards by leaping on them and then hefting them skywards with a backflip so that they explode into pork scratchings. The landscapes are traditionally styled, however, with nothing to match the rolling vistas of a *Spyro 2* level or the

"Tombi himself is well-animated as he attacks evil pig guards by leaping on them and then hefting them skywards with a backflip..."

picturesque snowscapes of an *Ape Escape* stage.

Being unable to move the camera around doesn't help either, setting some infuriating leaps of faith as you throw yourself off the screen towards invisible ledges. While the controls are often annoying there is much to admire about *Tombi 2*. Granted, it's linear, but there is some scope to mucking about as you hatch chicks (by incubating eggs in barrels) or ride conveyor belts for a laugh and a few extra points. Often things turn positively RPG-ish as characters deliver a long spiel, or you have to decide whether to wear bird clothes that enable you to float, or fast pants(!) that give you the legs of Carl Lewis.

Tombi 2's not hard to enjoy, just like you might munch on a Space Food stick and reminisce about your gaming childhood. But with recent platformers having matured and grown-up, *Tombi 2* is a little too plain for most people's tastes.

Pete Wilton



Publisher:	Sony
Developer:	Whoopee Camp
Release date:	June
Origin:	Japan
Style:	2D/3D platform adventure
Price:	\$49.95 (NZ\$49.95)

- 14 From washing lumps to filling up holes and finding hammers, *Tombi 2* has you performing all sorts of tasks to earn points...
- 5-8 ...Accumulate enough and you'll open up new levels.
- 9-10 The joy of puzzle-solving... Can't see any puzzles? That's because they're a part of the scenery.
- 11-12 The camera angle can't be moved, turning your jumps into 'leaps of faith' as you throw yourself out of view towards invisible ledges.



WHY NOT TRY...	
<i>Ape Escape</i>	9/10 PSM 24
<i>Spyro 2</i>	9/10 PSM 28
<i>Crash Bandicoot 3: Warped</i>	9/10 PSM 32

VERDICT

6

- GRAPHICS** 6 Old school, flat and kitsch, with a dodgy 3D twist.
- GAMEPLAY** 6 Involved, but let down by controls that frustrate.
- LIFESPAN** 7 Plenty to do if fetching and carrying items is your bag.

Cursed with wayward controls and perverse views, *Tombi 2* should, and could, have done better. These days we demand more from our platformers than simple pig baiting.

steering
wheel

analog

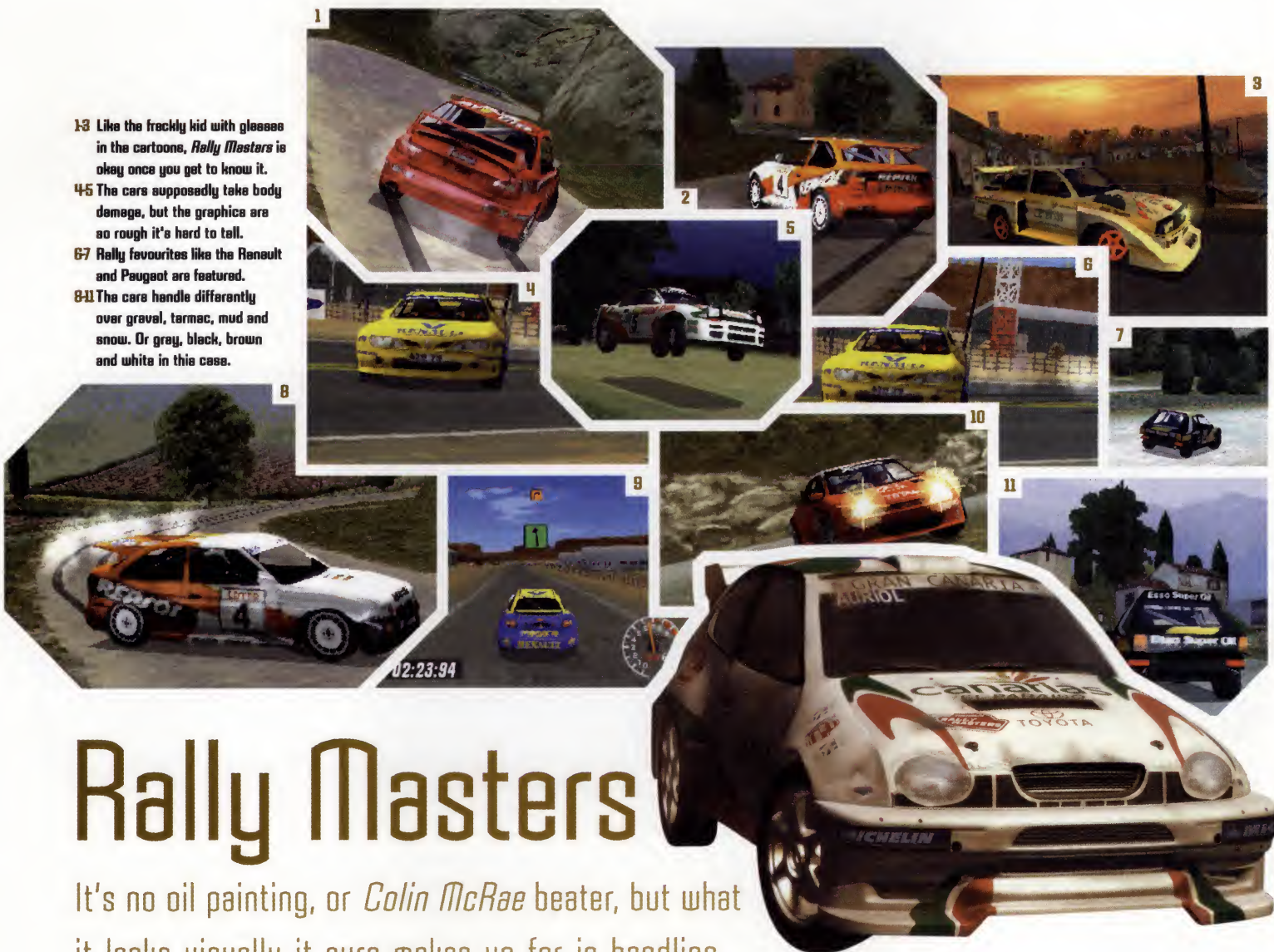
dual
shockmemory
cardnumber
of players

1-3 Like the freckly kid with glasses in the cartoons, *Rally Masters* is okay once you get to know it.

4-5 The cars supposedly take body damage, but the graphics are so rough it's hard to tell.

6-7 Rally favourites like the Renault and Peugeot are featured.

8-11 The cars handle differently over gravel, tarmac, mud and snow. Or gray, black, brown and white in this case.



Rally Masters

It's no oil painting, or *Colin McRae* beater, but what it lacks visually it sure makes up for in handling.

The most important lesson we've been taught by cheaply made American cartoons (apart from "be true to yourself" and "always do what grown-ups say") is "never judge a book by its cover". Which is just as well for *Rally Masters* because, to be blunt, it looks a right dog's breakfast.

It's hard to put your finger on exactly why. The scenery includes some pleasant touches, like the earthmoving equipment beside the road in Britain and the sinister military bases in the US. And the cars themselves are modelled with reasonable detail,

"You can hurl them at enormous speed down the straights and then throw them into lovely, long power-slides on the bends, opposite locking naughtily to keep them on course"

with interiors and everything. But somehow it all goes wrong when they're thrown together, resulting in a crude, blocky mess that's way off the standards set by *Gran Turismo* and *Colin McRae Rally 2.0*. The cars supposedly take bodywork damage, but it's hard to tell because they look so rough to begin with.

Remember the teachings of Saturday morning TV, however, and peer beneath the surface, and *Rally Masters* turns out to be surprisingly good. The key thing is that the cars strike an ideal balance between controllable realism and arcadey fun. You can hurl them at enormous speed down the straights and then throw them into lovely long power-slides on the bends, opposite locking naughtily to keep them on course. They're great cars,

too, including rally favourites like the Audi Quattro and the Peugeot 205 T16, as well as oddities such as the Toyota RAV4 and a sort of buggy thing.

The game's license comes from the Michelin Race of Champions. This is a three-day event that throws top rally drivers together in a sort of iron-man tournament on a single two-lane circuit in Gran Canaria. Clearly, a single circuit wouldn't make for much of a game, so Digital Illusions has invented 40-odd

others set in five countries. These are mostly straight rally stages, but each country also has a two-lane special stage that excitingly pits you shoulder-to-shoulder against a computer opponent or a mate. What's more, computer rivals are drawn from a range of real-life rally drivers. All in all it makes for a much less lonely experience than traditional rallying.

Rally Masters is a particularly tough game to mark. It looks bad, but it plays well. Then again, it's up against *Colin McRae Rally 2.0*, which manages both brilliantly. Ultimately, its good-natured, chuckable fun earns it a seven, but be prepared to squint a bit.

Jonathon Davies



E4.1

Publisher: Ozisoft/Infogrames

Developer: Digital Illusions

Release date: Out now

Origin: Europe

Style: Rally racing

Price: \$79.95 (NZ\$99.95)

WHY NOT TRY...

<i>Gran Turismo 2</i>	10/10 PSM 31
<i>Colin McRae Rally 2.0</i>	9/10 PSM 33
<i>Colin McRae Rally</i>	9/10 PSM 25

VERDICT

7

So it looks a bit rubbish, but *Rally Masters* is an entertaining, knockabout antidote to the intense hyper-realism of *Colin 2.0*. Well worth having a tussle in the mud with.

GRAPHICS
GAMEPLAY
LIFESPAN

5 Blocky and dated, but at least it moves fluidly.
8 Fast, slidey fun the way a rally game should be.
7 Lots of ways to play, though no all-encompassing goal.



analog

dual
shockmemory
cardnumber
of players

BattleTanx: Global Assault

Carnage, utter carnage. Welcome to *Global Assault*...

Let's talk plots. They're often tacked-on, lifeless things that serve no purpose but to give a game a grounding in some sort of reality, however warped. With this in mind, *BattleTanx: Global Assault* is a shining example of how downright ludicrous a game's storyline can be. A post-apocalyptic world where 99.9 per cent of women have been wiped out may be some deranged specimen's idea of a good thing, but then such people should be ruthlessly sectioned.

But despite its tasteless and laughable plot, *Global Assault* is actually pretty good fun. The idea is as simple as you could hope for – drive tanks, collect power-ups, blow stuff up. It

and speed. A tank such as the Goliath boasts heavy armour and fires massive shells, but crawls at a snail's pace. The Moto, in contrast, may be the nippiest tank on the market, but one hit from Goliath's massive cannon and it's game over. To stay in the game you need to collect Tank Tokens – when you die, it'll cost you 10 or so to buy another tank. When you're out of Tank Tokens, it's adios. It's all pretty straightforward, but the game's executed with a degree of polish that makes it a joy to play. It's a peach to look at, and the game engine copes easily with an enormous number of things going on at once. You'll find yourself straying

"The idea is as simple as you could hope for – drive tanks, collect power-ups, blow stuff up. It doesn't bother you too much with strategy or tactics"

doesn't bother you too much with strategy or tactics. It simply throws you into a world of tanks, guns and general mayhem which, in this case, is no bad thing. At the heart of the game is a campaign that takes you across the globe via a series of objective-based missions. Initially, you don't get much choice in the hardware you can field, but as the missions continue, you gain access to more specialised tanks. The Hover Tank, for example, can strafe sideways, giving you the ability to fire at an enemy while dodging his shots.

The vehicles on offer all differ in terms of armour, weapons

and speed. A tank such as the Goliath boasts heavy armour and fires massive shells, but crawls at a snail's pace. The Moto, in contrast, may be the nippiest tank on the market, but one hit from Goliath's massive cannon and it's game over. To stay in the game you need to collect Tank Tokens – when you die, it'll cost you 10 or so to buy another tank. When you're out of Tank Tokens, it's adios. It's all pretty straightforward, but the game's executed with a degree of polish that makes it a joy to play. It's a peach to look at, and the game engine copes easily with an enormous number of things going on at once. You'll find yourself straying

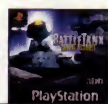
from your mission objectives as you get drawn into extended battles, spurred on by that inevitable thirst for power-ups. And if you're hankering for something a little less demanding, there are another six game modes beyond the campaign, all of which can be played in multiplayer.

And yet, despite its washed-and-waxed feel, *BattleTanx* does become too repetitive when playing for a long period. There are only so many tanks you can blow up before you start itching for something new. But while the charm lasts, it's a blast.

Al Bickham



EVL



Publisher:	Sony
Developer:	3DO
Release date:	Out now
Origin:	US
Style:	3D blast 'em up
Price:	\$59.95 (NZ\$TBC)

WHY NOT TRY...

<i>Carmageddon</i>	7/10 PSM 27
<i>Demolition Racer</i>	7/10 PSM 31
<i>Vigilante 8: 2nd Offense</i>	6/10 PSM 32

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Smooth, crisp and fast-moving.
- 7 Wholesale destruction and little else.
- 6 The repetitiveness will get you in the end.

There's something tremendously satisfying about the sheer scale of destruction *BattleTanx: Global Assault* offers, but don't expect a whole lot else. Frenzied, if short-lived, fun.

Rescue Shot

Is that a G-Con in your pocket or are you just pleased to see some new lightgun titles on the horizon?

There was a bit of a dry spell in the shoot 'em up genre last year. As with everything there isn't enough of, an over-supply soon ensues, and this year we've already seen *Ghoul Panic*, *Resident Evil Survivor* and *Die Hard Trilogy 2* as reasons not to auction off your trusty G-Con 45 lightgun on eBay just yet...

While aimed at the same audience, this new title from Namco sees a different approach to its popular party-style series *Point Blank*, which featured endless levels of mini games requiring pinpoint target accuracy. *Rescue Shot* is a quest that follows the adventures of the main character, Bo. Players are required to protect this absent-minded hero as he carries out his adventure oblivious to the dangers around him. Not only do enemies and obstacles need to be destroyed, even Bo himself needs to be shot by the player occasionally to avoid a dangerous situation from manifesting. Shooting his head knocks him clean over, causing him to dodge oncoming fire, and shooting his butt makes him jump in the air.

The aim of the adventure is to help Bo regain his memory after falling off a cliff. He needs to collect all five dream fragments to make a wish so he can remember where he came from. The adventure introduces a small cast of friends and foe that help deliver the linear storyline via the game's own 3D graphics engine.

Rescue Shot takes players across four stages, split into 10 different environments. The environments are all colourful locations, including magic kingdoms and castles, raging rivers, mineshafts, and futuristic cities filled with wind-up toy robots. Most of these see Bo walking along a set path, requiring players to shoot anything trying to harm him, but also shooting other objects for extra points and bonuses. In other levels, you'll need to steer his canoe downstream by shooting the paddles, ride the roof of a high-speed train and a gangster's runaway car, as well as hop aboard a mineshaft trolley.

Game operations are as simple as Simon. You have an unlimited supply of standard firepower, plus collectable acorn nuts that act as high-powered explosives when fired. Bo starts with six lives, and these gradually increase to nine as the levels become tougher. You can replenish lives by finding fruit and eating it.

The aiming accuracy is much more forgiving than other shoot 'em ups, making it better suited to the game's younger target audience. The scoring system awards points for accuracy, enemies shot, bonus targets, hits taken, time and level score. Apart from reaching your personal best, scoring only seems vital in the two-player mode.

Sadly, the adventure is too short and offers no incentive to play the game a dozen times, as the story and levels are exactly the same every time. However, for some short-term non-violent handgun relief, drag out your trusty PlayStation popgun and put *Rescue Shot* in your sights.

Mike Wilcox



EVL

Publisher:	Sony
Developer:	Namco
Release date:	Out now
Origin:	Japan
Style:	Shoot 'em up
Price:	\$49.95 (NZ\$49.95)



- 14 The cartoon-style characters and environments provide a colourful palette.
- 57 *Rescue Shot* doesn't feature as much variety as other shooters...
- 88 ...But it does provide an entertaining way to while away a rainy weekend.
- 101 Your requirements to protect Bo, the main character, include shooting him!

WHY NOT TRY...

<i>Resident Evil Survivor</i>	7/10 PSM 34
<i>Ghoul Panic</i>	7/10 PSM 34
<i>Point Blank 2</i>	7/10 PSM 26

VERDICT

7

Any reason to pull out a G-Con lightgun has to be good, and this is no different. There's every chance you'll enjoy it, but it's too short-lived.

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 A colourful palette of characters and environments.
- 7 Lacks variety but features a unique adventure mode.
- 5 A solid weekend of trigger action should do it.



analog



dual shock



multiplay



memory card



number of players



Bishi Bashi Special

Can we interest you in a little light relief? Straight from the Orient comes...



E.V.I.

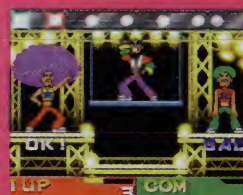
Publisher:	GT Interactive
Developer:	Konami
Release date:	June
Origin:	Japan
Style:	Party game
Price:	\$89.95 (NZ\$99.95)

- 13** In some games you just have to bash the buttons mindlessly, while others test your manual dexterity to the limits with circular motions. The hand-eye coordination of a trained chimp may come in useful.
- 4** The Japanese roots are not only obvious in the colourful visuals, creative use of analog controls is also much in evidence.
- 57** Much of the game's appeal lies in its simplicity and addictive gameplay.
- 8** The resemblance to games such as *Bust A Groove* and *Beatmania* is, well, bloody obvious.

WHY NOT TRY...

<i>Um Jammer Lammy</i>	8/10 PSM 25
<i>Bust A Groove</i>	8/10 PSM 16
<i>Point Blank 2</i>	7/10 PSM 26

HOW TO... GET BIG HAIR



If any of the mini games are going to give you night fever, it'll be this one. First choose the Large Afro game from the game select screen.



Then wait for your dance master to strut his stuff. Simply follow his lead, pressing your buttons in time to those funksome tunes.



Keep concentrating and watching the master, and if your rhythm is good and your moves are mean, your entire afro will take over the screen.

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7** Louder than bombs.
- 8** Perfect pre-pub, post-pub or even pub-substitute game.
- 8** Take it to the next generation.

Sometimes it's hard to find the words to describe just how much fun some games are. It's at this point that most writers resort to analogies – so if computer games were ice cream, this one would be Royal Copenhagen's Cookies & Cream. Make no mistake, whatever it is that turns your little vibrating peripheral on, *Bishi Bashi Special* has what it takes – singing, dancing, fishing, footy, racing, guitar strumming, cake throwing. It's all wrapped up into 96 neat little packages. If you thought getting one game for 90 bucks was a bargain, 96 for the same price has got to be the gaming giveaway of the century.

Set out in a similar style to *Point Blank*, this massive catalogue of mini games ranges from the slightly strange to the clinically insane. Many of these micro masterpieces are based upon games previously released by Konami. At times it feels as if they've taken the best bits from their most popular titles, added a surreal setting, and turned up the brightness to maximum. *Track & Field*'s javelin thrower has been replaced by a psycho bride who tries to toss a wedding cake into the faces of a church congregation. There's an exact replica of *Beatmania* and obvious influences from other Japanese imports, such as a retro version of Sony's *Bust A Groove*, where your super-smooth dancing moves are rewarded with an ever-growing afro.

Bishi Bashi Special's closest relation is the puzzle game family. Whether it's your button bashing ability to demolish a building, your reaction time to reel in a biting fish, or your coordination as you race to complete t'ai chi moves quicker than an opponent, your skills are constantly being tested.

Inevitably, some games are more addictive than others (may we draw your attention to *Squid Pinball*), but with so many to choose from, everyone will find their own favourite. *Bishi Bashi Special* is the sort of title that should hold a permanent place in your PlayStation collection – you'll be coming back for more time and time again, whether it's after a hard Saturday night out, or a quick play-off to decide who does the washing up on a Wednesday evening.

Graphically *Bishi Bashi Special* is no Mona Lisa, but its garish, over-the-top appearance adds to its surreal charm. The Japanese influence goes beyond the visuals because the designers make full use of the analog controller, encouraging you to draw circles around correct answers, jog, and perform various karate moves using your thumbs.

Bishi Bashi Special makes an entertaining single player game, but the main event is always going to be the multiplayer mode. Sony's little grey box is fine to practice against, but you'll only experience *Bishi Bashi Special* at its best when you and a mate are baiting each other in a giant afro-swelling contest.

Bishi Bashi Special's ingenuity and originality stick out like a sore thumb in a sequel-driven market. If there were Oscars for games, this would walk off with one. Buy it. Buy it. BUY IT!

Catherine Channon



Equal parts hilarious to bonkers, *Bishi Bashi Special* is truly fantastic – you must experience the genius that is the multiplayer mode. The ultimate party game.



analog



dual
shock



memory
card

4

number
of players

Street Skater 2

Full of big bowls, EA dishes out its contender for best skateboarding sim of the year.

The next generation of skateboarding games are on their way and first past the post is *Street Skater 2*. The original was the first dedicated skate title to appear on PlayStation. Not a bad game, but more of an arcade racer that was easily superseded by the trick-heavy *Tony Hawk's* a few months later. So *Street Skater 2* is the comeback - again an arcade racer, barrelling through time-based levels that range from San Francisco to Moscow. But this time there's an emphasis on more gravity-defying tricks. Oh and there's the small matter of a skate park editor, too...

"You slide down into an underground car park, lights flicker on, and a pair of massive half-pipes appear. Cue big air, cue huge fun!"

The first point to make is that the level design is excellent. You can trick off virtually every little ramp and each section has plenty of half-pipe action. What's more, there are skate parks buried in the bowels of the city waiting to be discovered as you get better at the game.

Race around in freeskate mode and an underworld of trick-intensive sections is revealed. Miami is as wonderfully crazed an example as any. You slide down into an underground car park, lights flicker on, and a pair of massive half-pipes appear. Cue big air, cue huge fun!

The new skate park editor is a major draw, too. It enables you to

slot obstacles into position on a grid, save it on to a Memory Card and race round it in real-time. Designing a park isn't as simple as lumping a load of pipes in a room and expecting the skater to get on with it. You need space to build up speed and ramps that are close enough together for combination tricks. A wider selection of objects to play with would have improved it, as would the opportunity to create ludicrously high quarter-pipes and foolishly deep bowls.

Despite the overhaul, *Street Skater* remains great fun to play

and guaranteed to keep you going until your thumbs blister, but there are a couple of irritations. Firstly, the camera angles make it difficult to position yourself while you're in the air, so it's hard to come out of a trick run accurately. Secondly, the trick system isn't as precise as it could be, erring dangerously towards button-bashing. Take to the skies, smack as many keys as possible and inevitably you'll whip out a few spins and grabs.

So too early? Too late? Too easy? To a certain extent, all three, but once again *Street Skater 2* is the game to move this relatively new genre on and prove that skateboarding games are here to stay.

Dan Mayers



F.Y.L.

Publisher: Electronic Arts

Developer: In-house

Release date: Out now

Origin: US

Style: Skateboarding sim

Price: \$79.95 (NZ\$79.95)

WHY NOT TRY...

Tony Hawk's Skateboarding 9/10 PSM 27

Street Skater 8/10 PSM 22

Cool Boarders 4 8/10 PSM 32

1

VERDICT

A step forward for skating games? Yes and no. The skate park editor is most welcome and the tricks are suitably gymnastic, but it doesn't quite grab as much as it should.

GRAPHICS
GAMEPLAY
LIFESPAN

8 Nice lighting, solid animations and pop-up that shimmers.

8 That addictive appeal of skating games. Ramp it up.

7 Frustrating? Yes. Rewarding? Ultimately,

8



analog

memory
card

2

number
of players

HOW TO... SLAY THE DRAGON

The first world boss, like the rest of them, is a serious challenge if you don't know what you're doing!



Stock up on health and all the spells and weapons you can afford. As soon as you materialise, activate an Energy Shield and start shooting.



If the dragon lobbs a fireball, dodge it. If he breathes fire, lag it back to the mountain edge.



If he stomps out a burst of blue energy, you can't dodge it, but the Energy Shield should minimise the damage. Keep shooting, dodging and Energy Shield-activating until he finally flops over.



WHY NOT TRY...

Metal Gear Solid	10/10 PS2 M32
Syphon Filter 2	9/10 PS2 M33
Fighting Force 2	6/10 PS2 M30

VERDICT

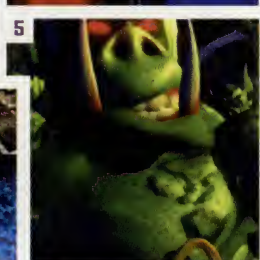
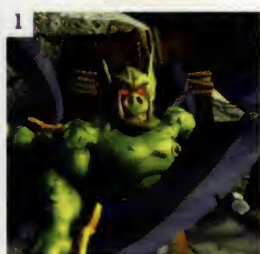
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GRAPHICS
GAMEPLAY
LIFESPAN

- 5 Ugly and amateurish. Nice cutaways, though.
7 Repetitive but oddly compelling. Multiplayer version funny.
6 Big and tough, but not enough secrets or diversions.

Gauntlet Legends

At first you'll balk at the apparent simplicity, but stick with it – the hidden depths soon reveal themselves.



E.V.I.

Publisher:	Metro Games
Developer:	Midway
Release date:	June
Origin:	US
Style:	Action
Price:	\$89.95 (NZ\$99.95)



Way back in 1985, the concept of multiplayer gaming stretched no further than gangs of pasty young men muttering approval at the local arcade's *R-Type* hotshot. And then a big, fat cabinet with four separate joysticks appeared, and the pasty young men could, like, do it together – one as a wizard, one as an elf, one as a warrior, and the last one to get his 20 cents in as a lady viking.

The original *Gauntlet* was a seemingly unremarkable top-down shooter with a bunch of fantasy characters blundering around a series of mazes, shooting monsters, pocketing treasure and guzzling food. Players were guided by a synthetic Stephen Hawking narrator who chipped in at crucial moments ("Remember – don't shoot food!"). *Gauntlet Legends* is a conversion of Atari's 1998 arcade update featuring slightly tweaked characters (Archer replaces Elf), a more goal-based story (defeat the evil demon Skorne) and, of course, it's now all done with polygons.

There's a light whiff of RPG about the characters' strengths and weaknesses – Archer is nippy but feeble, Warrior is tough but slow, Wizard knows his magic but isn't too hot with a broadsword, and Valkyrie is a decent all-rounder. The aim is to fight your way through individual levels (mountains, forests, castles, dungeons), killing, hoarding, uncovering secret areas, and activating special obelisks to open up even more levels. Exchange your treasure stash for extra spells, speed and weapons. Gain experience to boost the characters' general level of hardness and, ultimately, collect the 13 well-hidden Rune Stones to earn a final one-on-one showdown with Cloven Boy himself.

The graphics are scrappy, the music's dreadful (and not in sync), and the levels often seem wilfully confusing. But, taken in small doses, it's surprisingly playable, with just the right level of in-game hints and riddles to keep you pointed in the right direction. The action may be low on sophistication (monsters mostly attack immediately and mindlessly, and you just hack away until they're dead), but the sheer volume of bad guys and the variety of spell/weapon-based options stops it getting dull. Lash the grunts with your sword, spit fire at the scorpion hordes, save your magic blasts for the more righteous bosses and mini-bosses – it's a game that creeps up on you slowly.

And, should you get bored of your own grunts of agony, there's always the welcome option of a simultaneous team-up with a second warrior. Apart from sensible back-to-back battles in the middle of a stupidly overcrowded riot of flapping orcs, there's plenty of potential for messing about – most notably, sitting back while your mate slugs it out in an energy-sapping battle before cutting in to swipe the food and ammo. Still, it's nowhere near as polished as it should be, with the lazy, unforgiving level design being the main sticking point.

Oh what fun it is to dodge and brawl through a lengthy, single-entry play area only to be informed, once you've left, that there's still a vital obelisk or rune to be discovered. No choice but to go back in and start from scratch – with nothing changed (same monsters and traps) but your diminished health and power-ups. And while the scattered scrolls keep you informed of nearby tasks and hidden objects, there's little help on boss weaknesses or general geography – the sub-levels aren't even labelled – so it's mostly a case of feeling your way round by trial and error. And a lot of repetition. Rent, rent, rent.

Andy Lowe





analog



dual shock



memory card



number of players



- 19 The gameplay is every bit as nippy as you'd expect given that many of the boats closely resemble jets.
- 48 The scenery whizzes past at a rate of knots, rarely affording you the opportunity to admire it.
- 78 To finish first it's essential you collect every engine boost power-up and discover every shortcut.
- 810 The ace two-player mode is somewhat reliant on the two of you both knowing the courses inside out - and moves just as fast as a single player race.

Hydro Thunder

It's racing, but without the wheels - and not a license in sight.

Like your racing games? Then you might have a natural aversion to anything racy without rubber and tarmac. Take it from us, though - *Hydro Thunder* is exceptionally good fun, with or without Bridgestone.

Copied straight from the brilliant arcade game, *Hydro Thunder* is a race of the world's fastest speed boats around illegally mocked-up courses all over the globe. Dreamcast got this game last year, but it was a direct port from the arcade machine version. The extra time spent in producing a PlayStation version has made sure that you enjoy a few essential extras.

"The exceedingly tricky aspect of *Hydro Thunder* - and one that makes this a refreshing change from other straightforward arcade conversions (we're thinking Sega here) - is that you always start at the back of the grid in 15th place"

The championship mode has you paying to compete in each of the three simple races. Get to the top of the table after these and you unlock the next set of courses. Without this feature it's just the arcade game - a simple race on any track that you've successfully managed to unlock.

The exceedingly tricky aspect of *Hydro Thunder* - and one that makes this a refreshing change from other straightforward arcade conversions (we're thinking Sega here) - is that you always start at the back of the grid in 15th place. In order to finish first it's essential that you discover every shortcut, collect every engine

boost power-up, use the booster at the best time, and avoid all the walls and other obstacles in the way. Even in the early races your opponents are fully accomplished competitors.

As a result you are forced to enjoy the first three tracks over and over again until you know them backwards. That they, like the others you gradually unlock, are fantastic to look at, packed with detail and shortcuts, and fly past at an incredible speed, helps. And they should give you enough impetus to keep plugging away until you make it to the harder difficulty levels.

Even in the split screen mode the game still moves quickly. Waves buck your craft at the start line, the wake of someone just in front throws your own craft around, and particularly clear and still water reveals the seabed below. The PlayStation has rarely looked so good.

So it's just a case of having plenty of patience. Oh, and if you want to have a decent two-player race? Don't forget to find an opponent who also knows those courses backwards. And forwards. And upside down and inside out and...

Steve Owen

EVL



Publisher:	Metro
Developer:	Midway
Release date:	Out now
Origin:	US
Style:	Racer
Price:	\$89.95 (NZ\$99.95)

WHY NOT TRY...

<i>Wipeout 3</i>	10/10 PSM 26
<i>Sled Storm</i>	8/10 PSM 28
<i>Hillier Loop</i>	5/10 PSM 31

VERDICT

7

Practice and learn the layout of the tricky tracks and you'll soon make the most of a wonderful conversion of a very enjoyable arcade game.

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Incredible speed, plenty of detail, some nice effects.
- 7 Very tricky to beat and has a good competition mode.
- 7 Plenty if you stick at it through the first three races.



analog



dual shock



memory card



number of players



- 14 The control system is one of the tightest and most responsive around, and the screen update is superb.
- 67 The absence of commentary or collision damage are symptoms that little care has been taken with the presentation.
- 8-10 The droning car noises, poor crowd effects and boring menus fail to convey the excitement of F1.

F1 Racing Championship

This game plays at top revs and has speed to burn, but did the in-house mechanics at Ubi Soft remember to tighten all the bolts and polish the product before they let it loose?

EXTRA



Publisher:	Ubi Soft
Developer:	Ubi Soft
Release date:	July
Origin:	France
Style:	F1 sim
Price:	\$49.95 (NZ\$99.95)

Racing games need to be all about speed and the thrill of the chase as you guide your car through corners at insane speeds. In terms of outright pace in an F1 racing game, *F1 Racing Championship* holds the lap record. It's fast, very fast! But unfortunately the brakes have been slammed on the 'attention to detail' department. Most would gladly trade some speed for crisper graphics and more F1 rezzle-dazzle.

F1 Racing Championship lets you play as the real-name heroes of 1999's Formula One championship and drive around in the Ferrari, McLaren and Jordan machines. But a year is a long time in Formula One folks, and many of the teams have had major

The lack of detail and pizzazz is also evident in the sound department. The engine noise sounds sick and utterly terrible when you change down through the gears, as well as boring background music. The F1 mood in this game would have benefited greatly from some commentary, too.

As far as Formula One racing games go for the PlayStation, *F1 Racing Championship* had huge potential, but unfortunately never quite carried off the job. The cars are fast and fun to race, but the virtual world in which they zip around looks quite unfinished and rushed. The cars themselves could be more detailed too, although

"At first when you pop the clutch and get the race under way the speed of the game is startling, but ... you begin to notice the fairly unattractive graphics lack detail"

changes leading up to the start of this year's season. The result is that the game has missed out on including the new Jaguar cars and star drivers like Jensen Button to play.

At first when you pop the clutch and get the race under way the speed of the game is startling, but as you get used to the game's pace, you begin to notice the fairly unattractive graphics that lack definition and detail. Visually it's not a disaster – it just doesn't make pole position.

Standard and simulation modes are on offer, however, no matter which way you play it, it is firmly in the arcade category, the other driver's AI being the main indicator as they use far too much 'crash and bash' tactics to make *F1 Racing Championship* play like a real simulation. Maybe the other drivers know that you can crash away to your heart's content, as you rarely spin out or cop crippling car damage... However, the racing itself is great fun and the virtual F1 cars you drive handle very well and have terrific brakes, which is an area where some rival F1 games struggle badly.

It is an understandable trade-off to lose some detail for the terrific speed the game generates. On this issue the verdict is really a matter of personal preference.

You could easily play *F1 Racing Championship* all day and enjoy the fast and precise handling of the cars, but all the while you'll most probably be trying to remember who you lent your copy of *F1 2000* to... EA's game still proudly wears the F1 crown for the PlayStation.

Roger Polak



WHY NOT TRY...

<i>F1 2000</i>	8/10 PSM 34
<i>F1 99</i>	8/10 PSM 28
<i>Monaco Grand Prix</i>	7/10 PSM 22

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 6 Plenty fast but no detail. Not good enough really.
- 7 Good racing action and car handling. Bad opponent AI.
- 6 It will date quickly – it's based on 1999's championship.

F1 Racing Championship only works because the car handling and sheer speed is impressive, otherwise you wouldn't bother filling the tank and taking it for a spin.



Armorines: Project S.W.A.R.M.

Giant insects invading Earth? It's
A Bug's Life – with guns!

Only recently has the PlayStation begun to court the first-person shoot 'em up fraternity, with the likes of Dreamworks' *Medal Of Honor* and Id's *Quake II* satisfying all but the most gun-crazed psychotic. Acclaim can also claim some experience in the field, most notably on the N64 with *Turok*. However, it must be said that *Turok's* three-strong series has yet to live up to expectations – or the hype. Unfortunately, *Armorines* is cut from similarly stained cloth.

Clearly taking its inspiration from the *Alien* movies, and more recently Paul Verhoeven's woefully underrated *Starship Troopers*, *Armorines* finds players protecting Earth against an invasion force of giant insects. Granted, it's not the most original setting, but it's still a fairly classic gaming backdrop that has yet to be done definitively.

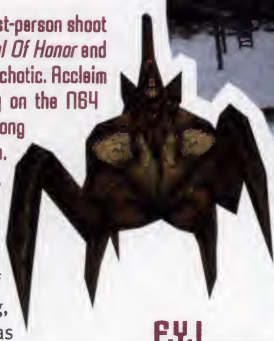
"*Armorines* finds players protecting Earth against an invasion force of giant insects ... not the most original setting, but it's still a fairly classic gaming backdrop..."

Armorines gives players a choice of characters – the atypically beefier-but-slower male Armorine, or the nippier-but-weedier female equivalent. Happily, if you have a buddy you can play the game cooperatively with both characters simultaneously (there's a four-player death-match option too, but the less said about that the better).

Generic weaponry – the usual grenade launchers, lasers and whatnot – crops up throughout the game, while mission objectives typically require you to destroy generators, turn off forcefields or destroy a load of alien eggs. It all begins well enough, with a cinematic opening sequence wherein you're dropped off at a landing platform in your shuttle. Unfortunately, things take a rapid turn for the worse. In fact, let's come right out and say it – *Armorines* is dreadful.

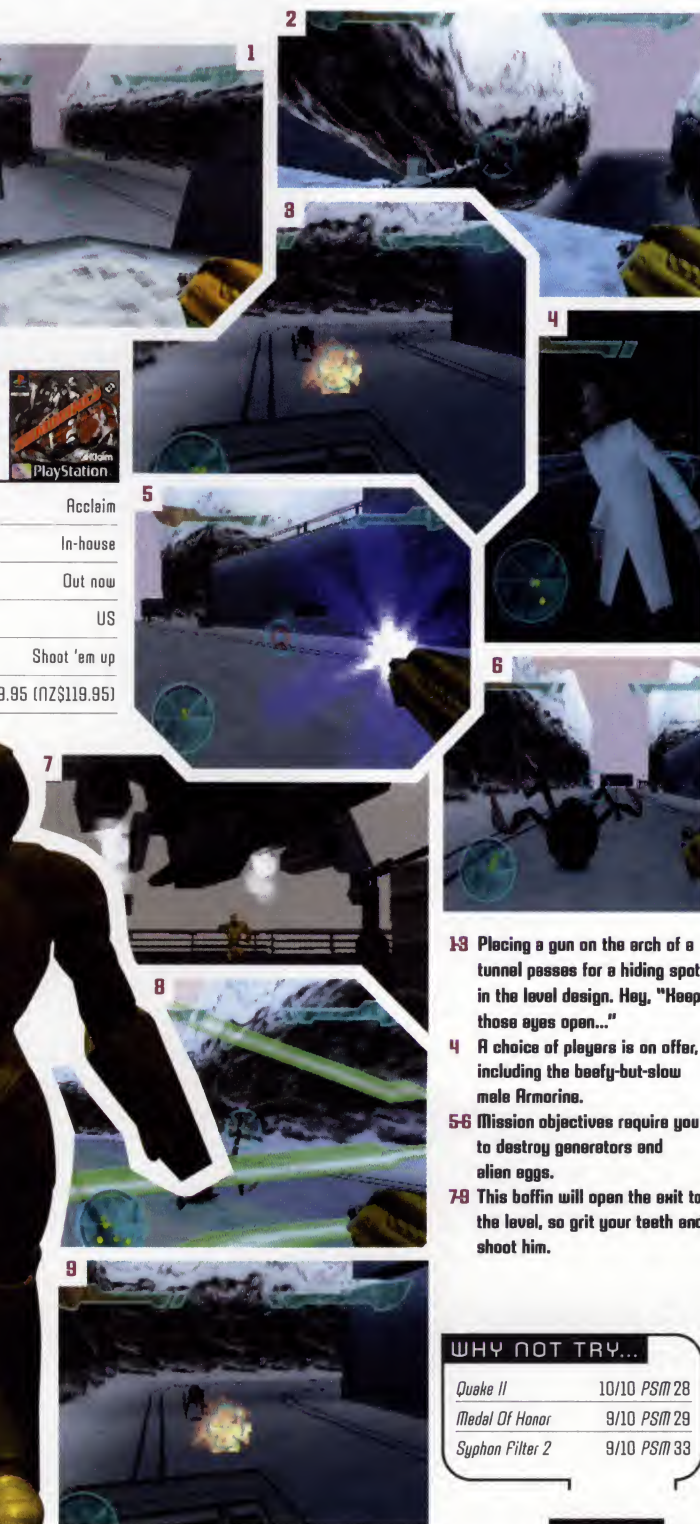
There are two overriding factors that practically cripple the game. The first is the graphics. Aside from the fact that they're bland in the extreme, they're so indistinct and poorly designed, it is near impossible to detect doorways in walls, or tell the difference between a vertical and horizontal surface. As if that isn't confusing enough, the mission briefings are practically non-existent. Your objectives are rarely clear, leaving you to wander levels desperately searching for a button. There are other problems, like the weapon selection button that only works when it feels like it, but if anyone's stupid enough to buy this game then, frankly, they deserve everything they get. A bit harsh, maybe, but true.

Paul Rose



P.S.I.

Publisher:	Acclaim
Developer:	In-house
Release date:	Out now
Origin:	US
Style:	Shoot 'em up
Price:	\$89.95 (NZ\$119.95)



13 Placing a gun on the arch of a tunnel passes for a hiding spot in the level design. Hey, "Keep those eyes open..."

4 A choice of players is on offer, including the beefy-but-slow male Armorine.

56 Mission objectives require you to destroy generators and alien eggs.

79 This boffin will open the exit to the level, so grit your teeth and shoot him.

WHY NOT TRY...

<i>Quake II</i>	10/10 PSM 28
<i>Medal Of Honor</i>	9/10 PSM 29
<i>Syphon Filter 2</i>	9/10 PSM 33

VERDICT

3

It feels about 30 per cent finished. The dull, uninspiring and at times downright confusing infestation of graphics, coupled with unclear objectives, makes it an unwise purchase. Avoid.

GRAPHICS
GAMEPLAY
LIFESPAN

- 2 So bland it disrupts the gameplay.
- 3 There are occasional chunks of goodness.
- 3 The multiplayer mode may draw you back. Possibly.

memory
carddual
shocknumber
of players

- 1 Handy guides tell you where the white ball will come to a stop.
- 2-3 To stand a chance against better players you'll want to make use of this handy indicator showing where the balls will end up.
- 4-5 Round balls created from square pixels are a sight to behold.
- 6-9 You won't have to worry about hitting your cue against a wall or knocking over a beer. Unlike at your local...
- 10-12 If you miss a shot, you only have your own lack of skill and judgement to blame...



World Championship Snooker

Chalk your tip, dust the felt and rack 'em up. Rocket Ronnie's waiting...

EVL



Publisher:	Ozisoft
Developer:	Codemasters
Release date:	Out now
Origin:	UK
Style:	Snooker sim
Price:	\$79.95 (NZ\$119.95)

WHY NOT TRY...

Jimmy White's 2: Cueball	6/10 PSM 35
Pool Hustler	6/10 PSM 21
Actua Pool	6/10 PSM 19

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 So smooth, so round, these balls roll true.
- 7 Get past the sedate pace of a game and it'll hook you in.
- 8 Could get dull, unless you're in the right frame of mind.

Sunday afternoon. You're slouched on the sofa, the hangover's levelling out to a dull throb and you've got no energy whatsoever. What to do while you wait for the Sunday arvo footy to start? A *Quake II* frag-fest, perhaps? A *Wipeout 3* blast? Nope, you'd be ill. Relax, stick *World Championship Snooker* in the console, make a cup of tea, slump back into soft cushions and wile away a few hours on an ocean of green baize. Bliss.

Snooker has always been a bit tricky to convert into a videogame because, technically, it's incredibly difficult to shape round balls out

The first time you pick up and play the game you'll wonder what on earth's going on – where's the action? Why are you waiting for the computer to select its shot, then watching your opponent set himself up to make the strike? Assuming he gets it in the pocket, why do you have to wait again through the next shot? And the next, and the next... Conceivably, you could actually sit and watch the computer make a 147 break. But, that is snooker, innit?

Sure, to begin with you'll get frustrated with the slowness of

"...Blade has done a cracking job in shaping said spheres to perfection. Look! They roll, they cast shadows under the lights, they bounce off each other with a satisfying clonk..."

of square pixels. On this count developer Blade has done a cracking job in shaping said spheres to perfection. Look! They roll, they cast shadows under the lights, they bounce off each other with a satisfying clonk and disappear in strange directions depending on how much spin you put on the cue ball. Just like the real thing, only better because handy little guides tell you where the white ball is going to end up. Essential if you want to stand a chance against 20 of the finest players in the world. Rocket Ronnie O'Sullivan, Ken Doherty and Stephen Lee are all in the game and Stephen Hendry's there too, although he looks a bit like a corpse, all pasty and grey.

the game but the more you watch, the more your opponent becomes like a real person. You end up willing him to mess up on a break, urging the cue ball into a pocket, even coughing loudly as he makes a shot in the hope it might put him off.

That's what makes it the perfect Sunday afternoon game. Balls spinning sedately around the table, watching Stephen Hendry take you apart ball by ball, practising jump shots, curve balls and trick shots... But wouldn't it just be ace if you could actually rip the cue tip right through the felt?

Dan Mayers



Sit back and enjoy gloriously long hours dropping balls into pockets versus the best players in the world. Technically, it pushes the PlayStation to its limits. Rack 'em up and roll 'em in.

JoJo's Bizarre Adventure

Publisher: **Ozisoft/Virgin** Developer: **Capcom** Release date: **Out now** Origin: **Japan**

Style: **Beat 'em up** Players: **Two** Extras: **Memory Card** Price: **\$79.95 (NZ\$91.91)**

Take 40 volumes of Japanese Manga, squash said epic into an adventure beat 'em up and you have the incredibly confusing *JoJo's Bizarre Adventure*. The story is used as a baffling introduction to a series of 2D fights, made more entertaining by the addition of Stands, which are best described as spiritual support for each of the characters. As such, although you are fighting one-on-one, you can call on your Stand to take over at any point. It doesn't make you

indestructible, but does result in some interesting combos. At certain points in the story you can play some sub-games, including cut-down versions of *Dragon's Lair*, *Time Crisis* and various scrolling shoot 'em ups. The fighting is as impressive as you would expect from the creators of the *Street Fighter* series, with a huge number of characters, all extremely well animated. A little too bizarre for most, but there's a modicum of general entertainment to be had if you're a big enough fan of 2D beat 'em ups and enjoy this strange mix of styles. **SO**

VERDICT

6



Missile Command

Publisher: **Hasbro** Developer: **Meyer Glass Interactive** Release date: **Out now** Origin: **US**

Style: **Arcade shooter** Players: **Two** Extras: **Memory Card, Analog, Dual Shock** Price: **\$49.95 (NZ\$89.95)**

The folk at Hasbro are trying to revive the dead again. Plenty of the old elements that made *Missile Command* such a perennial favourite remain and the basic premise has not changed. For the uninitiated, *Missile Command* sees you defending Earth's cities from your missile pods on the ground. You must counter-attack

incoming firepower from aliens. After successfully defending a wave of attack, a stage is cleared and new types of missile are rewarded.

VERDICT

4

Traditionally known as a ludicrously difficult game, this revamped version is no different. Along with exact timing, an important element of strategy exists. The graphics are decent, and along with the new 'ultimate' mode is 'classic' mode, which has updated visuals and sound that actually make it even more difficult to play. Apart from new sequences and views, there are few surprises to be found. Even die-hard fans of this arcade classic will find it a little difficult to swallow. Fossils belong in a museum, not on shop shelves. **RY**



Grudge Warriors

Publisher: **Jack Of All Games** Developer: **Take 2/Tempest** Release date: **Out now** Origin: **US**

Style: **Driving combat** Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95 (NZ\$99.95)**

There's something about its abstract enemies and contrived environments that makes *Grudge Warriors* feel charmingly old school. You just know that the wall panel with the crack will reveal a hidden passage if you shoot it enough times, and that the squiggly generator thing you just blew up in the tunnels must have changed or opened something back on the surface. You drive, you shoot. It's a great game idea, but one that's very rarely done well. After all, it's not often

you come across an auto-aim feature that can't always shoot straight, or graphics with no discernible detail. Then it slowly dawns on you that the primary weapon isn't actually damaging anything but cardboard boxes anyway. It's good to share a joke with a friend, and that's why the death-match mode is worth five minutes of your time. The only saving grace of *Grudge Warriors* is the one player level design, which boasts a handful of puzzles that are vaguely clever enough to keep you playing. But the rest of the game will put you right off. **ZN**

VERDICT

4



Q*Bert

Publisher: **Hasbro** Developer: **Artech Studios** Release date: **Out now** Origin: **US**

Style: **Retro arcade madness** Players: **Two** Extras: **Memory Card** Price: **\$49.95 (NZ\$89.95)**

This is... Well, tedious beyond compare. Sorry to break it to you so abruptly, but it's the truth. Some of you may remember *Q*Bert* – an age-old arcade puzzle/strategy outing that has been given a fresh lick of paint, as Atari flogs off its back catalogue to make a quick buck. And it shows. The object of the game is to hop around

interminable block-built levels. Each hop changes the colour of a block. Once all the blocks are your colour, you've cleared that level and it's on to the next. And

that's it, pretty much. If memory serves correctly, it wasn't even that good first time around, and publisher Hasbro hasn't even seen fit to include the original version of the game. All that's been done to update the game is the addition of some isometric graphics. This is the most distinct definition of retro we've yet seen – it's basic and tiringly repetitive. All this misguided retro-fer should be put to rest, starting with *Q*Bert*. It's a waste of time, money and precious seconds of your life. Don't mistake this for anything resembling cutting-edge gaming. **JB**

VERDICT

3



Barbie Super Sports

Publisher: **Sony** Developer: **Mattel** Release date: **Out now** Origin: **US** Style: **Sports sim**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$49.95 (NZ\$49.95)**

After the disappointing *Race And Ride*, we imagine little girls across the country will have high hopes for *Super Sports*. But as soon as you load the game, disappointment sets in. For a start, there are only two sports on offer – snowboarding and rollerblading. If you elect to blow rather than blade, you make your way to the shop where there's the obligatory opportunity to dress up. Outfit chosen, it's onto the slopes... Sorry, slope – there's only one. There are four simplistic mini games to choose

from, all of which involve boarding into or around balloons, snowmen and salom ganes. It's not cool, great or fun, no matter how many times Barbie tells you otherwise. Twenty minutes later, having completed all that boarding has to offer, it's on to rollerblading, which is just as unsatisfying. Barbie trundles around skate parks picking up points and balloons. She is able to perform certain tricks, though not only are they beyond your control, they're about as impressive as a dancing bear. Sadly, youngsters have been short-changed yet again. CC



Fisherman's Bait 2 - Big Ol' Bass

Publisher: **GT Interactive** Developer: **Honami** Release date: **Out now** Origin: **Japan** Style: **Fishing sim**

Players: **One** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95 (NZ\$109.95)**

Once again we find ourselves at the waterside, tackle in hand. But this time the pressure's on. *Bait 2* is based on an arcade game, and each coin buys just two minutes of piscine action. Those two minutes can be extended by landing fish. The bigger the catch, the more time you're awarded. Luckily, the bites come thick and fast.

But while you can bag all the rainbow trout and blue gill you like, they count for nothing when it comes to hitting the quota necessary to progress to

the next hunting ground. Bass are what's called for, but these wily denizens of the deep won't surrender without a struggle. The left joystick of your Dual Shock moves the rod, and the right one reels in the line. As you coax your prey towards the bank, the view cuts between shots of the hunter wrestling with his rod and the hunted thrashing against the tug of the hook. The graphics are great, the commentator cries "Good Fish!" and its frenetic pace makes *Bait 2* a lot more enjoyable than the average fishing sim. **D**



Brunswick Circuit Pro Bowling 2

Publisher: **GT Interactive** Developer: **THQ** Release date: **Out now** Origin: **US** Style: **Tenpin bowling sim**

Players: **Eight** Extras: **Memory Card** Price: **\$89.95 (\$99.95)**

In terms of recreating the 'thrills' of tenpin bowling, *Pro Bowling 2* is frighteningly accurate. Just like the real thing, you spend ages waiting for your turn, farting about with the scoring, watching other people revel in the glory of a strike or spare, and stuff-all time actually hurling the ball yourself. All that's missing are the mean stares from the tough kids who hang around the pinball machines. To be fair, *Pro Bowling* 2 tries hard. It bends over backwards to try to impress with

a host of user-friendly options, enabling the player to create their own bowler and tinker with his or her abilities. All this is for nothing, however, as the all-important bowling part is so excruciatingly dull. The main problem lies with the control interface, which mimics dozens of golf games that have gone before it. *Pro Bowling 2* uses a sliding bar to determine shot strength and spin, just like *PGA Tour* and friends. The result is a bowling-by-numbers game that, after an hour or so, offers no real surprises and is all-too-easily mastered. **SM**



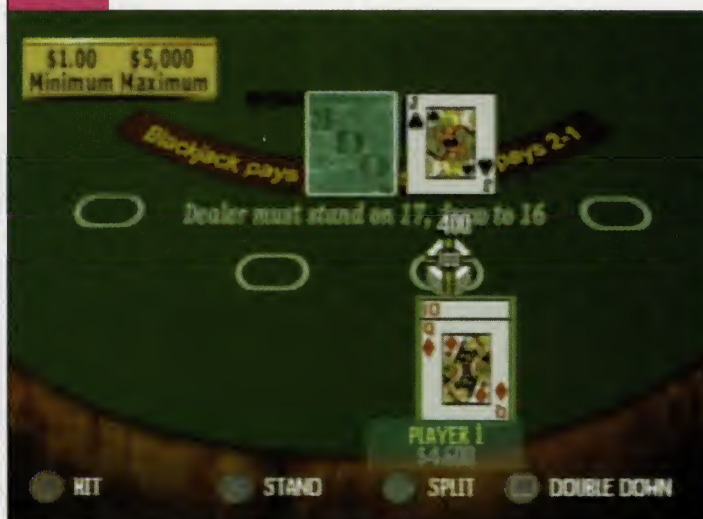
Midnight In Vegas

Publisher: **Sony** Developer: **3DO** Release date: **Out now** Origin: **US** Style: **Casino sim**

Players: **Four** Extras: **Dual Shock, Memory Card** Price: **\$59.95 (NZ\$TBC)**

What first appears as a novel collection of classic casino favourites soon has you remembering why most people still enjoy the look, smell and feel of felt-covered tables and cash. *Midnight In Vegas* hosts a collection of 23 separate games including multi-deck blackjack, five varieties of poker, baccarat, roulette, craps, video poker and slot machines. Other than the desire to keep playing your favourite game, the only real incentive is to try and build a healthy cash balance. So if you feel your luck

running out at one table, simply head back to the menu, select another game, and try to build the funds back up again somewhere else. If *Midnight In Vegas* has any real chance of seeing out the bewitching hour in your console, it's with the multiplayer mode, where up to four players can compete in roulette, craps, blackjack and baccarat. At least that would include talking (between players), as the lack of any characters and voices is regrettably missing. Simple to pick up, simple to play, just not very entertaining. A few cards short of a full deck. **MW**



NBA In The Zone 2000

Publisher: **GT Interactive** Developer: **Honami** Release date: **June** Origin: **US** Style: **Basketball sim**

Players: **Eight** Extras: **MultiTap** Price: **\$89.95 (NZ\$109.95)**

Another year sees another update, rather than the much-needed revamp we were hoping for. All 29 NBA teams and over 300 players are here, but some of the glamour and glitz has peeled off along the way. Sadly, 2000 is as dull to look at as '99. Make a run on the hoop and you're rewarded with a distinctly pedestrian dunk. The visual shortcomings, however, are the least of its worries. Like any sports game it stands or falls on the intelligence of your PlayStation-controlled team-

mates, or, in this case, on their complete idiocy. They're passable in attack, but in defence your players keep running away from the ball. Opposing forwards will push their way towards the basket leaving their markers trailing, while you frantically hammer Player Select in a vain attempt to switch to someone in a position to block without success. Of course, such laxity does mean it's easy for you to score as well - perhaps too easy. It's not the worst basketball sim in the world, but with the excellent *NBA Live 2000* around it doesn't have to be to get a thumbs down. **PW**

VERDICT

5



Crusaders Of Might And Magic

Publisher: **Sony** Developer: **3DO** Release date: **Out now** Origin: **US** Style: **Adventure**

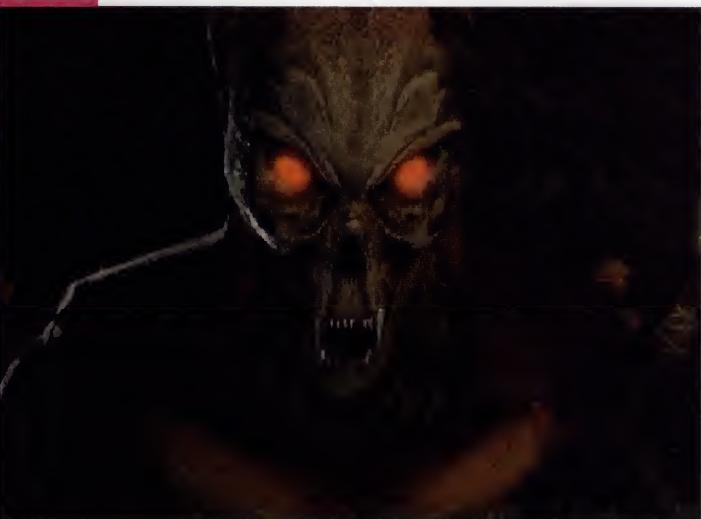
Players: **One** Extras: **Dual Shock** Price: **\$69.95 (NZ\$78C)**

The first PlayStation title in the venerable *Might And Magic* series has more fantasy clichés than you can poke a stick at. There's a legion of the undead, a mysterious sorceress, an evil necromancer and a smart-alec hero named Drake (that's you). However, the strict RPG format of the series has been dropped in favour of a third-person action-adventure affair, resulting in a worthy mixture of smite 'em up questing, magic and RPG-style experience/inventory accumulation. The combination

should have worked, but gameplay is sadly let down by unwieldy combat and some shameful technical faults. The control style is largely borrowed from *Tomb Raider*, right down to side-somersaults and lock-on enemy targeting, but this Croftian athleticism mysteriously vanishes in a fight. Put simply, Drake can't swing a mace and move his feet at the same time. As more offensive spells are gained this problem is alleviated somewhat, but only because swordplay can increasingly be avoided - hardly a desirable outcome in a combat-based game. **AH**

VERDICT

5



In recent issues

name	issue	score
Ace Combat 3: Electrosphere	PSM 31	8
Army Men 3D	PSM 32	6
Army Men: Air Attack	PSM 32	5
Beatmania	PSM 33	7
Colin McRae Rally 2.0	PSM 33	9
Colony Wars: Red Sun	PSM 33	9
Cool Boarders 4	PSM 32	8
Demolition Racer	PSM 31	7
Die Hard Trilogy 2	PSM 33	7
Discworld Noir	PSM 31	8
Dune	PSM 34	4
Eagle One: Harrier Attack	PSM 33	8
ECW Hardcore Revolution	PSM 34	5
Ehrgeiz: God Bless The Ring	PSM 33	6
Everybody's Golf 2	PSM 34	9
F1 2000	PSM 34	8
F1 World Grand Prix	PSM 32	5
Fighter Maker	PSM 34	7
Fear Effect	PSM 32	8
Gekido: Urban Fighters	PSM 34	8
Ghoul Panic	PSM 34	7
Glover	PSM 34	6
Gran Turismo 2	PSM 31	10
International Track & Field 2	PSM 32	8
ISS Pro Evolution	PSM 32	10
Jackie Chan Stuntmaster	PSM 34	6
Knockout Kings 2000	PSM 30	8
MediEvil 2	PSM 33	9
Micro Maniacs	PSM 33	9
Muppet RaceMania	PSM 34	9
Music 2000	PSM 29	9
NBA Live 2000	PSM 31	9
NBA Showtime	PSM 32	7
NFL Blitz 2000	PSM 31	9
NHL 2000	PSM 29	9
No Fear Downhill Mountain Biking	PSM 29	7
Premier Manager 2000	PSM 34	6
Railroad Tycoon II	PSM 32	5
Rally Championship	PSM 33	7
Resident Evil Survivor	PSM 34	7
Road Rash Jailbreak	PSM 34	6
Rollcage Stage II	PSM 33	9
Rugrats Studio Tour	PSM 33	8
SaGa Frontier 2	PSM 32	7
South Park: Chef's Luv Shack	PSM 31	3
South Park Rally	PSM 32	6
Space Debris	PSM 31	6
Star Ixiom	PSM 33	7
Star Ocean: The Second Story	PSM 32	7
Star Wars Episode I: Jedi Power Battles	PSM 34	8
Suikoden II	PSM 34	7
Superbike 2000	PSM 34	7
Syphon Filter 2	PSM 33	9
The Dukes Of Hazzard	PSM 34	5
Theme Park World	PSM 33	8
Thrasher: Skate & Destroy	PSM 31	8
Tiger Woods 2000	PSM 33	5
Toy Story 2	PSM 31	8
Trick 'N Snowboarder	PSM 32	7
UEFA Champions League: Season 99/00	PSM 34	8
Urban Chaos	PSM 34	8
Vigilante 8: 2nd Offense	PSM 32	6
WWF SmackDown	PSM 34	8



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84

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86

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86

82

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84

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84

Powerline

Power up your day with cheats and codes for *Syphon Filter 2*, *NFL Blitz 2000*, *Army Men 3D* and more from Sony's Powerline!

86

Gran Turismo 2

All a gamer needs to know to get the most out of *GT2* - from the must-have cars to the traps hidden on the tracks.

82

Track & Field 2

Think you're fit? Find out with our gruelling guide to taking home the gold. Plus improve your button bashing technique!

84

Any Questions?

Tips guru Richie Young provides solutions to readers' problems in *Tomb Raider: TLR*, *Tony Hawk's Skateboarding*, *Rollcage* and more.

Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

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POWERLINE

In Australia call
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press 0 for the
main menu

press 1 to speak to a live
member of Team PlayStation

press 2 for cheats heaven and
have your game code handy

press 3 for new and upcoming
games information

press 4 for PlayStation game of
the month

press 5 for this
month's top 10

press 6 for information on
PlayStation peripherals

POWERLINE

In New Zealand call
0900 97 669

follow the
instructions

press 1 if you are a
Power User

press 2 for instructions on operating
the Powerline system

press 3 to select a game by
product code

press 4 to select a
game by name

press 5 for instructions on how to
connect your PlayStation

press 6 to leave
a message

Syphon Filter 2

02703

Level Select

Pause the game, highlight the 'Map' option, then hold → + L2 + R2 + ● + ■ + ✕ simultaneously. Then enter the options screen and choose 'Cheats'.

Hard Mode

In the in-game options menu you can view movies that you have unlocked during your progress

through the game. You'll see two extra movies that you couldn't get playing through the first time. To unlock these movies you must play the game in hard mode. To get this mode go to the title screen and then New Game, press ↑ + Select + L1 + R2 + ■ + ● + ✕ simultaneously. Finishing certain levels on hard mode unlocks bonus movies.



02498

Army Men: Air Attack

All Co-Pilots

In the password screen press
↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓, ↓

Level Passwords

* Mission 2 – Going Car-Razy:

✕, ↓, ← (x2), ■, ● (x2), →

* Mission 3 – The Train That

Could: ▲, ↑, ←, →, ↓, ▲, ■, ↑

* Mission 4 – Tan Terror Troy:

↓ (x2), ■ (x2), ←, →, ●, ✕

* Mission 5 – Bug Bath: →

(x2), ✕, ●, ↓, ↑, ↓, ↓, ↑

* Mission 6 – Uninvited Guests:

■, ●, ✕, ■, ▲, ←, ↑, →

* Mission 7 – Ants In the Pants:

■, ●, ✕, ■, ▲, ←, ↑, →

* Mission 8 – Saucer Attack:

→, ↓, ←, ↑, ▲, ↓, ↑, ↓

* Mission 9 – The Heat Is On:

● (x2), →, ↑, →, ↑, ✕ (x2)

* Mission 10 – The Melting Pot:

✕, ↓ (x4), ✕, ←, →

* Mission 11 – River Rapids Riot:

▲, ↑, ●, ↓, ■, ←, ✕, →

* Mission 12 – Nightmare

Teddy: ↑ (x2), ▲ (x2), ← (x2), ● (x2)

* Mission 13 – Demolition Time:

←, ↓, ←, ↓, ■, ●, ■, ●

* Mission 14 – Pick Up The

Pieces: ← (x2), ↑, → (x2), ↑, ↓, ✕

* Mission 15 – Have An Ice Day:

■, →, ←, ● (x2), ↑, ↓, ■



Vigilante 8: Second Offense

02162

Entering Passwords

Highlight 'Game Status' at the Options menu. Then press **L1**, **R1** and press **X** twice.

Floating Mine

While playing make sure you have at least two mines. Then press **←**, **←**, **→**, **→**, machine-gun.

How To Fly

When you get hover power-ups hold **↑** and rapidly press **X**.

Speed Burst

If you have at least three homing missiles tap **↑**, **↑**, **↑**, machine-gun to shoot a missile that sticks to your car and will make it speed up for a short period of time.

Rapid Fire

Enter **RAPID_FIRE** as a password.

Slow-Motion Mode

Enter **MORE_SPEED** at the password screen.

Easy Weapons at Launch Site

Go to the tower in the middle of the level. Now go to the tunnel that doesn't go through. Wait until the lights above are green then drive in. You will be taken up onto the tower and a booster rocket will be strapped to the back of your car, then you will be shot into the air and dropped. There will be anything from specials to radar jammers. You can do this as many times as you want. (NOTE: This trick will not work if the tower is gone!)

Makes Cars Heavy

Enter **GO_RAMMING** at the password screen.

Flood Louisiana Level

To flood the Louisiana level, go up to the two bridges with the wrenches that you can't reach. There should be a wheel – shoot it until the bridge stops going up, then go to the other bridge and do the same. When the second bridge stops moving you'll hear a bell ring three times and you'll hear water rushing; hurry and get a water-ski power-up and you'll get the high items in quest mode. It will flood for about a minute, then the water will go down.

Rapid Fire Cannon

Make sure you have at least three cannon shots, then press **↓**, **↑**, **↓**, **↑**, machine-gun.

Sticker Missiles

You must have at least two bull's-eye rockets for this to work. Tap **↑**, **↓**, **↓**, machine-gun for the rocket to stick to your car chassis and push it around.

Rapid Fire Rockets

While playing, be sure you have two rockets and press **↑**, **↑**, **↑**, machine-gun.

Solitary Game (Arcade Mode)

Enter **HOME_ALONE** as a password.

Reduce Gravity

Enter **NO-GRAVITY** at the password screen.

Super Missiles

Enter **BLAST_FIRE** at the password screen.

Unlock Boogie... The Hard Way

Complete quest mode with all objectives cleared with Obake to unlock Boogie.

Unlock Chassey Blue... The Hard Way

Complete quest mode with all objectives cleared with Agent R, Chase, Garbage Man and Bob O.

NFL Blitz

02335

Entering Cheat Codes

To activate a cheat, enter its corresponding code on the Vs screen. Numbers indicate how many times Turbo, Jump and Pass buttons should be pressed. For example, 5-2-5 means:

- * Press **TURBO** 5 times.
- * Press **JUMP** 2 times.
- * Press **PASS** 5 times.

City stadium: 5-0-1 **←**
Current team playbook: 1-0-0 **↑**

Day stadium: 5-0-1 **↓**
Display field goal %: 0-0-1 **↓**
Display punt hang-time meter: 0-0-1 **→**
Fast turbo: 0-3-2 **←**
Invisible receiver highlight: 3-3-3 **←**

Late hits: 0-1-0 **↑**
Night stadium: 5-0-2 **↓**
No first downs: 2-1-0 **↑**
No fumbles: 4-3-2 **↓**
No interceptions: 3-4-4 **↑**
No out-of-bounds: 2-1-1 **←**
No punting: 1-5-1 **↑**
Old day stadium: 5-0-1 **↑**
Old night stadium: 5-0-2 **↑**
Old snow stadium: 5-0-3 **↑**
Power-up blockers: 3-1-2 **←**
Power-up defence: 4-2-1 **↑**
Power-up offence: 3-2-1 **↑**
Power-up team-mates: 2-3-3 **↑**
Red, white and blue ball: At the Vs screen press turbo three times, ● two times and X three times and you will get the red, white and blue ball.
Roman stadium: 5-0-3 **←**
Single player big head mode: 2-0-0 **→**

Army Men 3D

02378

All Weapons

Start a new game, then pause and press **■**, **●**, **R1**, **L1**, **R1** and **R2**. You must enter the code within two seconds. The words 'power up' will appear to confirm the code.

Clear Minefields Quickly

When entering a minefield, select your minesweeper. Walk forward a few paces and then hold the roll button and roll left/right to clear mines. This will save a considerable amount of time.

Invincibility

During the game pause and press **■**, **●** and **L1**, and then hold **L1** and **L2** together. You must enter this code in less than two seconds. The word 'invincible' will appear to confirm the code.

TEN TRICKY TURNS

1. LAGUNA SECA CORKSCREW!

As a test of a driver's ability, the Laguna Seca Corkscrew has few rivals. A left/right chicane that starts on the brow of a hill and drops away as you turn is tricky enough at the best of times, but under racing conditions it verges on impossible. The only way to approach this is with the caution and respect that it demands. **[1]** On the long charge up the hill, move to the middle of the tarmac and try to keep a steady line. At the lip of the second crest is a number three brake marker board – **[2]** this is the moment that you should light up those carbon fibre pads. Any later on the brakes and your machine will become too unstable to control, **[3]** but even if you have timed it correctly you will have to fight its desire to slide. As the speed drops, slither out to the right side of the track and start to turn in hard to clip the inside curb of the bend. **[4]** Now with your nose pointing downhill, flick to full right lock and use a tap of the power to start straightening up and pull the car out and into the next turn. Easy when you know how.



2. LAGUNA SECA

After the Corkscrew, Laguna Seca might not seem to hold any further horrors for the wary, **[1]** but this final turn can surprise even the most experienced of racers. It might seem like a normal flat left-hander, but since it's the final turn, races can be won by ensuring a rapid passage through it. Since the exit of the previous turn will leave you on the outside of the bend, it's important to cruise over to the right of the track and prepare to brake hard. **[2]** Most cars will need to start slowing at the number three brake marker, as any later may be too late for a corner that's virtually invisible on approach. Turn hard left and aim to clip in nice and tight to the apex. **[3]** From here it's simply a matter of a straight run towards the finish line and victory.



3. PIKES PEAK UPHILL

Rather than a single problematic bend, this is a whole series of tight left and right flicks that demand absolute confidence in your ability. **[1]** Off-road driving is an entirely separate skill to racing on tarmac tracks and this course is one of the nastiest. Road positioning matters little – **[2]** counter-steering and the ability to control a sliding car are far more important. Approach the corner as normal and start to turn as you apply the brakes. **[3]** The result is that you get a windscreen full of barrier, but the car just keeps going sideways. Start to counter-steer by flicking the stick over to the opposite lock and pile on the power to pull the car back into going where its nose is pointing. Gradually return the stick to the central position and let the car leap forward ready for the next tight turn.



4. MIDFIELD RACEWAY

The final hairpin of this high-speed circuit is about more than just the corner itself. Taking the correct line through the previous chicane is vital if this corner is to be taken as quickly as possible. **[1]** On approach to this complex curve, assume a track position slightly to the left of centre. **[2]** Try for as straight a line as possible, but touch the brakes after the first set of curbs.

This will enable you to pull over quickly to the right of the track, **[3]** rather than risk collecting an under-tray full of gravel. **[4]** From this wide position, dip the brakes hard and let the car free wheel around the first half of the corner before getting back on to the power for the race up the hill towards the finish line.





5. APRICOT HILL

At first glance this corner might appear complicated, but it's just a glorified double apex bend. As you race from the line, jostle with the other drivers to gain the outside track position, even using the red and white flagstones if you wish. **[1]** At the final board give a quick dab on the brakes and start to pull in **[2]** while trying to keep a central track position as you whip around. For the second part of the turn, be slightly gentler on the throttle and try and pull the car in far tighter to the apex of the bend, **[3]** rather than keeping a central line. After about three-quarters of the way through you can get back on the power and the car will sweep imperiously out on to the straight, **[4]** on the very limits of adhesion.

6. SEATTLE CITY

Before embarking on a full lap of the Seattle track you might want to upgrade your brakes, as from the first corner to the last it blends fast straights with tight turns. The back section of the track will let racing cars really stretch their legs, but this slow complex has been thrown in to catch the complacent. After tearing over the freeway and down the hill, **[1]** the temptation is to underestimate this turn. A driver really pushing for a top time will brake at around the 50-metre board so that he can be accelerating as he passes **[2]** the tyre wall and into the next turn. For those who don't own cars with such precise brakes, it is advisable to test out your pads slightly earlier and run deeper into the turn before jumping **[3]** back on to the throttle. The extremely brave can also take an inside line and muscle their way up the inside by braking late and using the others' front fenders to slow their progress. **[4]** Be careful though, the wall here looms very quickly at these kinds of speeds.





7. GRINDELWALD

On this mountainous track it's the first corner that sets you up for what follows. Follow the racing line, but let yourself go into it much deeper than you think is necessary. The 25-metre marker is the ideal place to touch that peddle and start to pull yourself around. This will leave you in the ideal position to start accelerating out as the road curves up and round to the left. **[1]** Follow the road with the throttle wide open, making sure you don't over-react to the kinks in the road. This will enable you to be much closer to top speed as you emerge into the right-hander that sits at the top of the village. **[2]** From your position on the left side of the road, **[3]** stab the brakes briefly on the approach and **[4]** start to turn in. Use the power of the car to pull you round, letting off the throttle if you get too near the outside wall, and into the next section of the track.



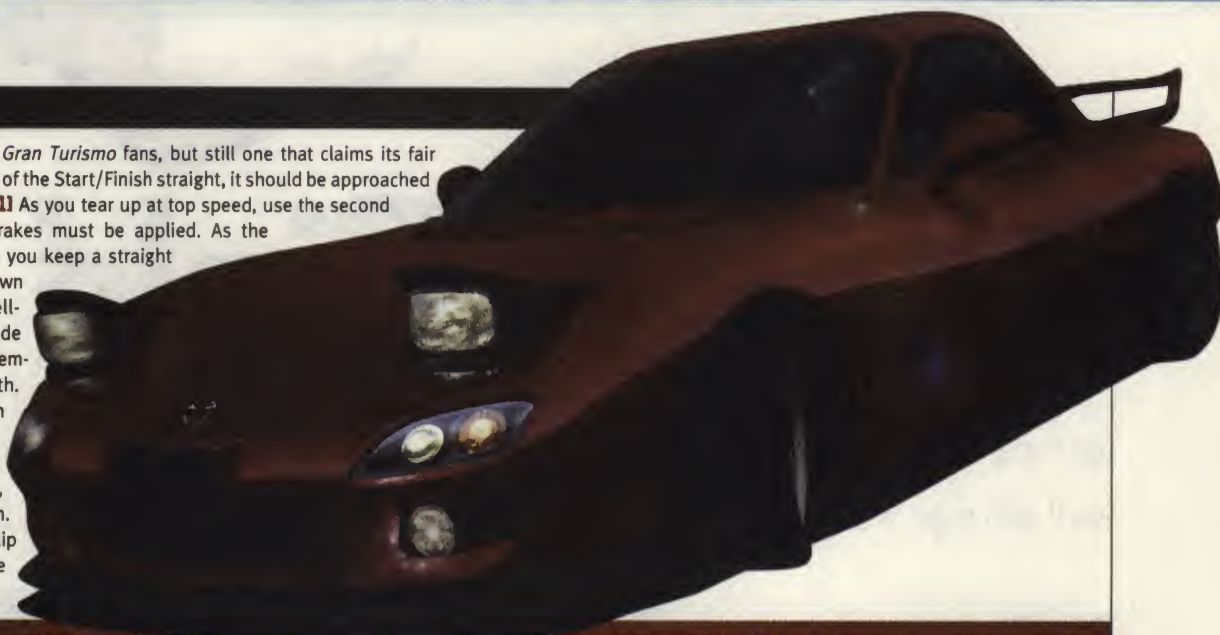
8. TAHITI DIRT MAZE

Packed full of constant U-turns and sharp bends, this track demands constant hard work and the ability to power-slide while retaining complete control. The three turns just after the start are among the most complex on any rally track. **[1]** Start on the outside of the track before slamming on the brakes and flipping over the sticks as you see the Tommy Kiara sign on the outside of the road. **[2]** Begin to steer in the opposite direction to the turn and re-apply the accelerator. Centre the steering as you emerge from the turn and slide over to the right of the track ready for the next bend. **[3]** If the back end ever starts to step out and the car starts to spin, let off the gas slightly and continue to steer in the opposite direction.



9 GRAND VALLEY EAST

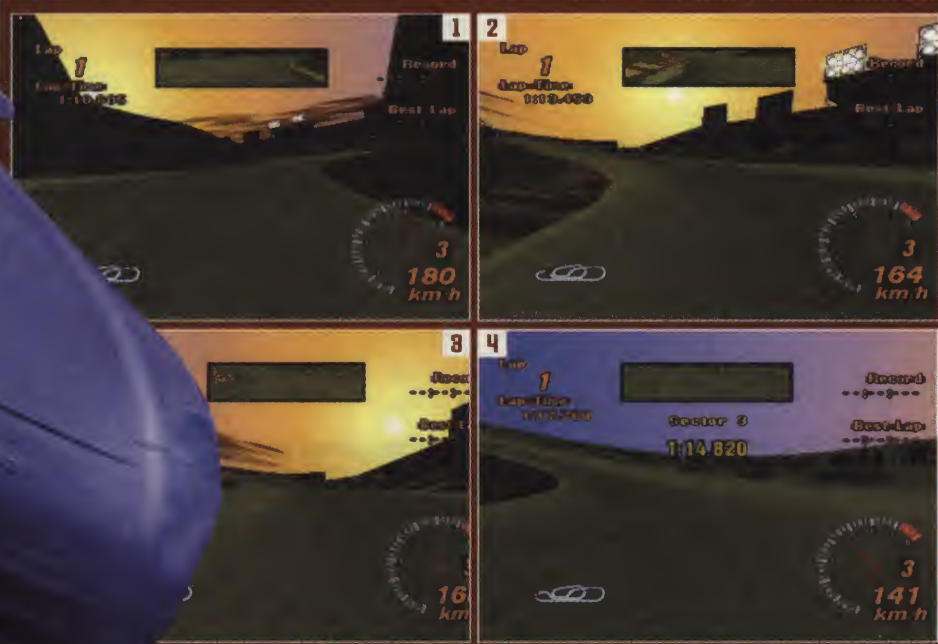
A corner familiar to the legions of *Gran Turismo* fans, but still one that claims its fair share of drivers. Situated at the end of the Start/Finish straight, it should be approached from the extreme left of the track. **[1]** As you tear up at top speed, use the second to last sign to show when the brakes must be applied. As the anchors go on, try and ensure that you keep a straight line during the initial slowing down period. **[2]** Even the most well-balanced 4WD cars will start to slide under heavy braking, let alone temperamental machines like the Griffith. For the same reason be gentle with the gas on the way out. **[3]** A small amount of power will help to pull you around and out the other side, **[4]** while too much will lead to a spin. So for precise control it is best to blip on the accelerator and watch the others spin off into the tyre wall.



10. RED ROCK VALLEY

The vast majority of this high-speed raceway is built up of undemanding banked corners and long straights. There is, however, one section that can be deceptive, and it comes just over halfway round. After you've torn through the series of banked bends that curve around to the right and under the tunnel, **[1]** the car will emerge into the daylight. Again the temptation is to continue to accelerate, but as before, this corner has been

created to slow you down. Follow the racing line out to the right, and give the brake pads just a split second's heat so you can pull in hard through this left-hander. **[2]** As your speed starts to climb, **[3]** drift out to the right again so that you enter the major banked turn at the correct angle. **[4]** Now you'll be able to take the corner with the throttle wide open and be catapulted on to the next high-speed section.



International Track & Field 2

Get ready, set, go for *PSM*'s comprehensive guide to the PlayStation's most gruelling sports game. You'll need to get in shape and undertake some serious training if you're going to take home the gold.

MEN'S 100M

Make sure you wait for the "Go!" before touching the buttons. Two false starts will see you disqualified (and extremely embarrassed). No strategy is needed for this event – just bash those ■ and ● buttons as fast as you possibly can. And remember to press ✕ just before the line to get your runner to thrust out his chest. Don't do it too early though – you will lose precious speed if your timing is off. And press L2 to stick out your leg and trip the runner alongside you. Just kidding.

MEN'S LONG JUMP

You need speed and timing for this event. Bash those ■ and ● buttons as fast as you possibly can as your athlete screams down the runway. As soon as you see the line, hold ✕ and stop it as near to 45-degrees as possible. Then as your bloke descends towards the sandpit, hold ✕ to make his landing as smooth as possible, extend his legs and pinch a few more centimetres. Now just smile and wave to the crowd.

MEN'S POLE-VAULT

Time to get some serious air! But you'll again need speed as well as precise timing. Whack the ■ and ● buttons as quickly as possible. The pole will be planted automatically, you just have to watch the timing bar and press and briefly hold ✕ to release your athlete's hold on the bar and propel him to the sky. You need to press it almost as soon as the timing bar appears – it moves very quickly. Then as soon as the vaulter reaches the peak of his jump, you can also hammer the ● and ■ buttons to help clear the bar.



MEN'S HAMMER THROW

This one sorts out the men from the boys. You'll be endlessly hurling the hammer into the cage until you've mastered the art of mixing speed with precise timing. Bash those ● and ■ buttons to start turning your athlete. Don't go out too fast though – save some energy for a burst towards the end. Then during the fourth turn, press and briefly hold ✕ just as the angle triangle appears at the bottom of the screen. Once again, a 45-degree angle is optimum. And if you still can't do it after hundreds of goes, try hammer throwing your joypad in your living room.



the javelin (the athlete lets out a yell and it lengthens the throw slightly), and remember you will be fouled if you wait too long to throw or spend too long flexing your muscles in front of the adoring crowd.

MEN'S WEIGHTLIFTING – CLEAN & JERK

Remember you can increase the weight but can never decrease it. It's best to get a manageable lift under your belt first up before tackling the heavy stuff. Hammer those ■ and ● buttons to build up the power bar. As soon as 'OK' lights up make sure you immediately hit the ✕ button. If your timing is off your pudgy athlete will drop the bar. Now your weightlifter should be standing and the power meter changes to a timing meter, raising and lowering automatically. You don't have to stop it first go, so just wait until it goes up again and press ✕ in the 'OK' zone to complete the jerk. Now you need to start belting those ● and ■ buttons again to increase the power bar and hold it in the 'Keep' zone. You need to keep going until all three red lamps are lit. When you're attempting the heavy weights your vitality bar quickly diminishes, so you need to be very fast or your champion will drop a 250kg weight on top of his big toe.

MEN'S JAVELIN

Another favourite from the first game and a fairly simple event. Get busy whacking those ● and ■ buttons, then just after the angle gauge appears on screen, press and briefly hold ✕. Again you want to stop at a 45-degree angle. Don't forget to keep bashing the ■ and ● buttons even after you've thrown



WOMEN'S DIVING – SPRINGBOARD

A fantastic new event. First choose your dive. D is the hardest difficulty, and obviously the harder dives give you the chance for more points. But remember, a poor attempt at a difficult dive will not score as well as a perfect simple dive. When the

timing bar appears you don't have to hit it first time. The timing meter moves very fast – press **X** as the bar is about three-quarters of the way around and it should stop perfectly at the end. Now when your diver raises their arms on the tower start hammering the **●** and **■** buttons to rotate the pointer as fast as humanly possible. As your diver is about to enter the water, you then need to press the **X** button again to enter the water smoothly.

ly. Don't panic in this stage – the pointer rotates really fast at first but slows as it nears the bottom. Press when it's pointing right down for a perfect entry, accolades from the judges and a bunch of flowers from your coach.

MEN'S CYCLING – 1KM TIME TRIAL

A savage event on your fingers. Whack those **●** and **■** buttons during four laps of the velodrome. Just remember not to go out too fast at the start – save some energy for a big finish, and remember to hit **X** just before your cyclist hits the line to make him lean forward. And remember if you get tired, you can hit the **R1** button for an anabolic steroid boost. Sorry, more bad jokes...

MEN'S CYCLING – SPRINT

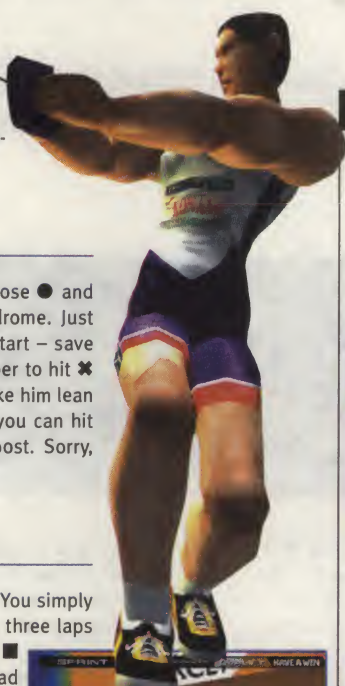
For once, time or distance doesn't matter. You simply have to beat your opponent. Each race is three laps and you need to again bash those **●** and **■** buttons. But don't simply try and go mad from the start! It's actually better to be slightly behind going into the final lap and then slipstream past your opponent to the finish line. Pressing **▲** to go up the side of the velodrome will slow you down and help keep you behind, but if you're in front, try doing little bursts of speed to fool your opponent into passing you. As you come around the last bend in the second-last lap, make sure you press **X** to come down the slope and start belting **■** and **●** as fast as you possibly can.

WOMEN'S GYMNASTICS – HORSE VAULT

A great new *PaRappa*-esque addition to the game, and nothing to do with equestrian events. First choose your trick. The final score is an average of your two attempts, so consistency is required, and like diving it's better to perform a perfect simple trick than a mediocre hard one. Watch that red marker closely. As it nears the first jump mark, press any button, then hit it again very quickly afterwards to hit the second jump mark. We suggest you press the same button as whatever the first button in the sequence is. You then have to perform the button sequence, which is usually a rotation around the pad. It's a tough event, but with practice you will improve your rotation technique.

WOMEN'S SWIMMING – 50M FREESTYLE

Don't miss the start – remember there's no "set" like the running events. Then simply whack the living daylights out of those poor **■** and **●** buttons. You need to press **X** for a finishing surge when your swimmer hits the red zone – when the view changes to overhead get ready to push the button. Pity you can't wear one of those Speedo outfits for a real advantage.



MEN'S CANOEING

This event is not about bashing buttons (thank God), rhythmical timing is required instead. When the gun fires, press **●**, then press **■** when the yellow meter hits the blue zone. Then alternately press **●** and **■** when the marker is in the blue zone. It gets trickier because as your speed increases, the blue area gets smaller. The key is a good consistent speed. Make sure you hit the very next stroke if you happen to miss, otherwise even a very big lead can be wasted. And remember, you will be disqualified if you have two false starts or have attached a small outboard motor to your canoe.

BUTTON BASHING TECHNIQUES

Many of the events in *Track & Field* require the competitor to frantically hammer the **●** and **■** buttons as fast as humanly possible. Here are some suggestions to getting the winning edge and avoiding Repetitive Strain Injury.

1. THE SMOKER

Use a lighter to rub backwards and forwards. Do not attempt when alight.



2. THE TWO-FINGER SALUTE

Popular with novices and experts, but bloody hard work.



3. THE KNUCKLE DUSTER

Just wait 'til the blisters come. Ouch!



4. THE SECRETARY

Even touch-typists will be slow using this method.



5. THE VICE

If you haven't got a Black & Decker handy, between the knees will do.



6. THE 'TIGHTER THAN THE SWORD' SPECIAL

A pen lid can cause very strange looking finger blisters...



7. THE GET SHIRTY

Not recommended with your Sunday best.



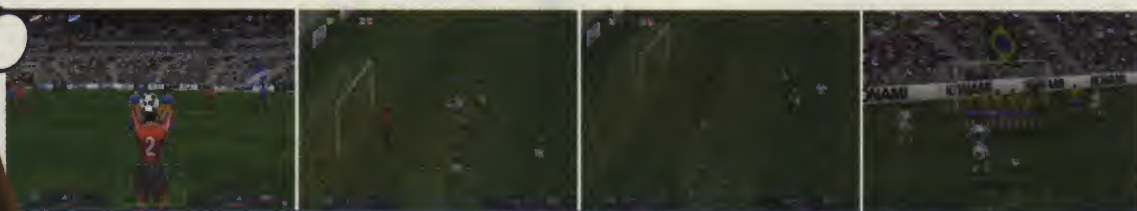
8. THE DIRTY CHEATER

Switch 'turbo' on, sit back and relax.



any questions?

Are you crap at scoring in *ISS Pro Evolution* or raking up points in *Tony Hawk's Skateboarding*? *PSM* is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mail requests individually.



ISS Pro Evolution perfectly mirrors the frustration and excitement of soccer. Whether an apprentice or *ISS* pro, there's infinite fun to be had.

TOMB RAIDER: THE LAST REVELATION

Q: Lara is giving me plenty of headaches lately. *The Last Revelation* is just so damn big and I'm having real trouble trying to get through it. Wanna lend a helping hand?
Tanya, WA

A: Try using these cheats and also check out our playguide in *PSM* 34 (page 86). We've gone through the entire game looking for those bits that you're guaranteed to get stuck on.

There are 10 of 'em as it turns out. No doubt a fair few of you will still get stuck, so here are some cheats to keep you ploughing through the levels.

The first task is to point Ms Croft so she is facing north using the handy compass. Then skip levels by highlighting the load icon and holding **L1, L2, R1, R2, ↑** and **▲**.

For all the weapons flick to the small medipak and hold down **L1, L2, R1, R2** and

↑. Returning to the game you'll find that you have all the weapons and all the ammo, including the revolver.

For unlimited items, hold down **L1, L2, R1, R2** and **↓**.

ISS PRO EVOLUTION

Q: I really think the strength of *ISS Pro Evolution* is the realism of the game – and yep, I know that means making it harder to score goals. When I first bought the game I was getting flogged by a team like Horea – even when I was

playing as Brazil! So any tips on scoring goals?
Soccer Freak, Qld

A: Score a perfect goal in the superlative *ISS Pro Evolution* with *PSM's* help...

The easy shot: This is the most popular way to score. A quick interchange of passes can lead you to getting your striker in a shooting position just on the edge of the box. Now hold **←** or **→**, shoot with medium power, and the ball should fly into the corner. Cue celebrations.

The cross: Kick the ball up to your front man, and hold it up until a winger runs past. Play the through ball, then run to the byline. Now, double-tap **●** to play the perfect cross. Your striker should be in a perfect position to get his head on it, or even the spectacular scissor kick, which will definitely find its way home.

Walking it around the keeper: Surely this is the ultimate goal. Play a through ball, or a series of intricate passes, until you're one-on-one with the keeper. Now run at him, then when he starts rushing out, quickly



Tomb Raider: The Last Revelation – challenging levels, puzzles, secrets. Goodbye life.



Tony Hawk's Skateboarding - all the thrills and spills of the real thing.

jink ↑ or ↓. The keeper will dive at thin air, leaving you with an open goal to shoot at!

TONY HAWK'S SKATEBOARDING

Q: I noticed the scores that people were getting in *Tony Hawk's Skateboarding* in issue 32's Take Up The Challenge page. I thought that I was pretty good at *Tony Hawk's* but my scores are nowhere near those. Are they for real and are they really possible?

Cris, Tas

A: Yes, a score in excess of 500,000 is indeed possible. The key is in special tricks and combos. So, you're only able to muster a measly 20,000



Feed up with the little bugger in *Chocobo Racing*? Roast him.



points? Well, get these moves down cold and you'll be able to beat everybody...

First of all, on the Warehouse level, pick a character with a special grind such as Elissa Steamer and her Primo Grind (←, ← + ▲). Now get your special bar up, then go to the end of the small quarter pipe just to the right of where you come down from the start. Perform a 540 Benihana up against the wall, making sure you're facing slightly towards the wall when you land. Now go forwards and fastplant off the ledge, backflip through the secret room, and land in a Crooked Grind on the pipe. Jump off it, perform a kick trick and spin, and land in the Special Grind. Jump, kick trick, Special Grind again. Now if you want to play it safe you can jump off at the U bend for around 130,000 points. However, for the big trick carry on going all the way around for the Holy Shit grind. Then quickly perform a grab and you're done. The notation should look like this: Fastplant + Backflip + Secret Room + Over The Pipe + Crooked Grind + 180 Sex Change + Primo Grind + 180 Sex Change + Primo Grind + Holy Shit Grind + Rocket Air.

That'll be around 200,000 points in the bag...

Fancy playing as Private Carrera, too? First of all you have to have obtained Officer Dick by getting all 30 tapes with one character. Now pause the game, hold down **R1** and press ▲, ↑, ▲, ↑, ●, ↑, ←, ▲. Exit the game and Private Carrera will have replaced Officer Dick in the character selection screen. Enjoy!

CHOCOBO RACING

Q: Richie, how do you do turbo starts in *Chocobo Racing*?
Sophie Heene, Vic

A: Getting a good start is essential if you are to race your rivals into the ground. To get a perfect turbo start

RESIDENT EVIL 3 NEMESIS

Q: I've finished *Resident Evil 3 Nemesis* but Mercenary mode is very hard. I cannot find the survivors. Can you please help?
Brian, Vic

A: The Mercenaries bonus mode is your reward for finishing the game. The goal is to get from the cable car to the storeroom in the uptown area, but you only have limited ammo and herbs and have to negotiate an army of enemies. However, your main enemy is the clock ticking down in the corner.

The only way you can really do it is to find the hidden survivors, each of who gives you an additional 20 seconds of time. The first survivor is Mikael who you'll find in the gas station. He has the best weapons, which makes progress that little bit easier. There are three dogs outside the station that should be avoided to save your ammo, plus five zombies inside. Kill them all and rescue fat Mikael. He'll give you 20 seconds and some shotgun shells.

The second survivor is Brad Vickers - you'll find him in the restaurant. To get to him, kill the two hunters immediately with your Magnum, then go down into the sewer and quickly kill the zombies.

Survivor number three - a cop who looks like Will Smith - is in the electric plant. Ignore all the Drain Deimos on the way in and go inside. Now kill all the zombies and Deimos inside and you'll bag an extra 20 seconds on the clock and a vital first aid spray.

The fourth and final survivor is Carlos who's in the bar. Watch out for the Nemesis outside and use your rocket launcher to get rid of him. Steam in with your shotgun, destroy the six zombies and Carlos will not only give you another 20 seconds but 14 shells. Now do it again - but quicker...





Race the cars in *Rollcage* across tunnel ceilings, fly out the other side, land upside-down and not even notice.

hold down **↑** and **■** as you rev up on the grid – you'll see sparks fly as you zoom forwards. If you think the game's too easy, then try unlocking the game's hardest setting – Bahamut Class. You'll have to play the game on grand prix mode and come first in both the Chocobo and the Behemoth class before the wonders of Bahamut racing will be yours to sample. There's a further racing option that you can only get to after unlocking the Bahamut class and that's the game's mirror mode. Before you can race backwards, however, you'll need to win every single race including the *Final Fantasy VIII* stage. You can then enable mirror mode in the options menu.

ROLLCAGE

Q: We want some *Rollcage* cheats please! Do you have any, Richie?
Sandy & Rhianna Stanton, Vic

A: Of course! Try these out for even more insane gravitational mayhem.

All Easy Difficulty Tracks:

Enter EEFNIEBA as a password, select Easy and begin the game.

All Hard Difficulty Tracks:

Enter EEFPHMBC as a password, select Hard and begin the game.

All Expert Difficulty Tracks:

Enter HEMPCMD as a password, select Expert and begin the game.

Air Horn: Enter AIRHORNS as a password, then press **Select** during the game.

Development Team High Scores: Enter BESTLAPS as a password.

Cheat Mode: Enter MAXCHEAT as a password.

Ignore the invalid password message. All leagues, mirror mode, mega time trials and more will soon be available.

CRASH TEAM RACING

Q: I'm a certified *CTR* freak and want to know the absolute best way to maximise my speed and minimise my losses. Got any tips?
Jackson, Tas

A: For a cartoony racing game *Crash Team Racing* has surprisingly complex racing dynamics. To make the most of its clever

handling it's necessary to combine several tricks.

First up is the power-slide that you access by throwing your kart into a hard turn and pressing **R1** – the flames coming out of your exhaust will indicate that you've pulled it off correctly. This should be used in conjunction with the jump button to jump into the next corner or jump and straighten up so you can plough dead ahead.

To really fly, however, you'll need to make the most of speed-up arrows, ramps and turbo power-ups as well. Try power-sliding over speed-up arrows or using turbos as you jump out of a slide.

Turboing off the top of ramps is also a must as this will give you more airtime turbos as well as the initial boost. Master all these

tricks and those extra items will be yours.

COOL BOARDERS 4

Q: Hey, Richie! I have *Cool Boarders 4* and was wondering if you could share some cheats for it. That'd be err, cool (bad pun intended, sorry)!
Glen Lockwood, WA



Crash Team Racing's power-slide and big-air elements make the game a challenge to master.



APE ESCAPE

Q: No more monkeying around guys, our kids are driving my husband and I crazy with *Ape Escape*! Can you please help?
Herry Seach, NSW

A: We published a walk-through guide in issues 26 and 27 (September and October 1999), but we've put together a few tricks here to keep your kids quiet for a few moments.

Beat Spectre Easily

In Spectre's first stage in the Monkey Madness level ram the

machine using your Super Hoop to smack him down.

Hidden Mini-Game Boxes

You can get extra boxers on the Spectre Boxing mini-game by defeating them on championship mode, although you'll have to run through it loads of times to get all of them.

Peak-Point Matrix

To get the secret board in *Ape Escape*, you must beat Spectre during Monkey Madness and wait until the credits have stopped rolling at the end. Now go back through the game and catch all the monkeys you missed. When you get your

final one the Peak-Point Matrix will open up, and you will get to fight Spectre for the last time and finally catch him. Then you'll see the true ending.

Save A Life

As soon as you fall off a cliff press **Start** then select exit. This will take you back to the time station with the same number of lives as you started the level with.





LEGACY OF KAIN: SOUL REAVER

Q: Hey Richie, what do I need to do to get some Soul Reaver cheats? Fridgeboy, via e-mail

A: Absolutely nothing. Just ask and they're all yours! But say "please" next time. And flattery gets you everywhere. Here you go...

All codes should be activated by pausing the game (pressing **Start**), then holding **L1** or **R1** while entering the buttons in the order listed. If the code was entered correctly, the new ability will be evident when the game is unpaused.

Refill health: ↓, ●, ↑, ←, ↑, ←
 Raise health coil to next level: →, ●, ↓, ↑, ↓, ↑
 Raise health coil to maximum (level 4): →, ●, ↓, ↑, ↓, ↑
 Hurt Raziel: ←, ●, ↑, ↑, ↓
 Refill glyph/magic: →, →, ←, ▲, →, ↓
 Raise glyph meter to maximum (52 points): ▲, →, ↓, →, ↑, ▲, ←
 Turn on pass through barriers ability: ↓, ●, ●, ←, →, ▲, ↑
 Turn on Soul Reaver ability: ↓, ▲, 12/r2, →, ↑, ↓
 Turn on wall crawling ability: ▲, ↓, 12/r2, →, ↑, ↓
 Turn on force ability: ←, →, ●, ←, →, ←
 Turn on swim ability: ↑, ●, ↓, →, ●, ←, ↑
 Turn on constrict ability: ↓, ↑, →, →, ●, ↑, ↑, ↓



Cool Boarders 4 features

realistic boarders, even if the backgrounds are dull.



playing better in Ready 2 Rumble Boxing? Hen Coates, Vic

A: That's a terrible joke Glen, but for the greater good of mankind we'll share them with you anyway...

You'll be the possessor of a brand new piste if you enter the name NEWHILL in tournament mode. ICHEAT in one player will unlock all the mountains, boards and characters, and IMSPECIAL will free up all the special events. A sound will let you know these have worked.

There are a couple of handy shortcuts, too. On the Colorado course watch for the areas of deeper snow as you start your descent. When you reach the fourth patch detour off into the trees. Weave through them and you'll come to a railway track, hop on these rails and whiz into the lead. Vermont, meanwhile, harbours a secret tunnel. Look on the right in between the ramp flanked by two rocks and the ramp with the green pole, make it into the trees

and you'll find a fallen log you can slide down to get to the secret tunnel.

RIDGE RACER TYPE 4

Q: Is it really possible to unlock a Pac-Man car in Ridge Racer Type 4? Anonymous

A: Yes, it is possible. To access it first unlock all 320 cars. The Pac car will appear in your garage and will also give you an extra tune called "Eat 'Em Up".

READY 2 RUMBLE BOXING

Q: I think the K-Sluggers in issue 32 are a great idea. Too bad they don't exist because I could really do with a pair! Got any tips on

If you want to be the champ you'll have to learn how to take punishment as well as dish it out. Blocking of course, with **R1** and **L1**, is the best way to defend yourself but always remember to rebuild your energy when either you or your opponent is on the canvas by repeatedly pressing **X** and **○**.

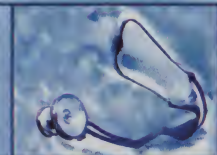
Keeping your strength up is the key to clever boxing. When attacking don't dismiss the weaker punches. Continually swinging haymakers at your opponent's head may be fun but it's likely to get you laid out.

Often up your rival with a combo of weaker body shots before switching to the head with a one-two of heavy duty blows – you're almost bound to catch them out.

A top tactic for dispatching an opponent swiftly is to attempt to get them down twice before activating the rumble mode you've been saving from the start of the round.

Are you Ready 2 Rumble Boxing?





NEXT MONTH...

ISS PRO EVOLUTION

Don your shiny shorts and knee-high socks and get ready to score!

GRAN TURISMO 2

Part 2 of our definitive guide - we show you how to create a supercar!



MEGA CHEATS

PlayStation

370 Ace Combat 2
002 Actua Soccer 2
003 Actua Soccer 3
004 Adidas Power Soccer
005 Advan racing
006 Allen Trilogy
342 Akuji The Heartless
007 Alone in the Dark 2
008 Andrei Racing
009 Anamaniacs: Ten Pin
010 Apocalypse
011 Armoured Core
012 Armoured Core 2
330 Army Men 3D
015 Assault: Retribution
016 Asteroids
017 Auto Destruct
018 Azure Dreams
019 B Movie
020 Battle Arena Tosh 3
021 Battle Arena Tosh 2
022 Beast Wars
371 Big Air
023 Bio Freaks
024 Blast Chamber
025 Blast Radius
381 Blood Lines
027 Blood Omen
028 Bloody Roar
336 Bloody Roar 2
029 Bomberman world
031 Brigadine
032 Bubsy 3D
398 Bugs Bunny: Lost
033 Bushido Blade 2
034 Bust-a-Groove
369 Bust-a-Groove 2
035 Bust-a-Move 4
036 C: Contra Adventure
037 Capcom Gen. 1
038 Capcom Gen. 2
039 Cardinal Sin
040 Cart World Series
331 Chocobo Racing
041 Circuit Breakers
042 Code Name: Tenka
043 Collin McRae rally
044 Colonisation
045 Colony Wars
046 Colony Wars: Veng.
047 Command & Conquer
048 C & C: Red Alert
327 Contender
049 Contra: Legacy of War
050 Cool Boarders 2
051 Cool Boarders 3
052 Courier Crisis
053 Crash Bandicoot 1
054 Crash Bandicoot 2
055 Crash Bandicoot 3
057 Croc: Legend
380 CROC 2
058 Crusader: No Remorse
059 Cybersled
060 Dark Forces
332 Dead In The Water
061 Dead or Alive
062 Death Trap Dungeon
064 Defcon 5
341 Destrega
065 Destruction derby 2
066 Diablo
067 Die Hard Trilogy
367 DRIVER
068 Dragon Seeds
069 Duke Nukem: Time Kill
070 Duke Nukem: Meltdown
071 Dynamite Boxing
072 Elemental Gearbolt
338 Eliminator
073 ESPN Extreme Games
074 Everybodys Golf
075 FIFA 98
076 FIFA 99
077 Fighting Force
078 Fighting Illusion: K1
079 Final Doom
080 Final Fantasy 7
333 Fisherman's Bait: A Bass
081 Formula 1 97
082 Formula 1 98
083 Formula 1 98
084 Forsaken
085 Frenzy
086 Future Cop L.A.P.D.
087 G Darius
088 G Police
089 Gex: Enter the Gecko
328 Gex 3: Deep Cover
090 Ghost in the Shell
091 Gran Turismo
092 Grand Theft Auto
093 Grand Tour Racing 98
094 Guilty Gear

095 Heart Of Darkness
096 Hot Shots Golf
097 I.S. Soccer Pro 98
098 Independence Day
099 Indy 500
100 J. McGrath Super X 98
101 Jet Moto 2
102 Jet Moto 2
103 K-1 Arena Fighters
104 Kagero Deception 2
105 Klona
106 KnockOut Kings
107 Krazy Ivan
108 Kula World
340 LEGEND
109 Libero Grande
110 M.K. 4
111 M.K. Mythology
112 M.K. Trilogy
113 Madden NFL 99
114 Madden NFL 98
115 Mass Destruction
116 Max Force
329 Max Power Racing
117 MDK
118 Medievil
119 Megaman Legends
120 Mervel S Hero's ST. Fight
121 Metal Gear Solid
122 Metal Slug
123 Micro Machines V3
343 Military Madness
124 Monster Trucks
125 Moto Racer
126 Moto Racer 2
127 Motorhead
128 MTB Dirt Cross
129 N2O - Nitrous oxide
130 Nascar 98
131 Nascar 99
132 NBA Live 98
133 NBA Live 99
134 NBA Shoot Out 98
135 Need for Speed 2
136 Need for Speed 3
137 Need For Speed: Stakes
138 NFL Blitz
139 NFL Gameday 99
140 NHL 98
141 NHL Face Off 98
142 NHL Powerplay 98
143 Ninja: Shadows

144 Nuclear Strike
145 O.D.T.
146 Oddworld: Abe Exodus
147 Oddworld: Abe's Odd.
148 One
149 Pandemonium 1
150 Pandemonium 2
151 Parasite Eve
152 Parrappa The Rapper
153 Pit Fall 3D
154 Pocket Fighter
155 Porsche Challenge
156 Poy Poy
157 Psybadeck
326 Rampage 2: Universal
158 R-Type Delta
159 R-Types
160 Rally Cross
161 Rally Cross 2
162 Rally de Africa
163 Rapid Racer
164 Rayman
165 Rebel Assault 2
244 Red Asphalt
166 Relapsed
167 Resident Evil 2
168 Resident Evil: D.C.
169 Ridge Racer Rev.
170 Rival Schools
171 Riven: Sequel to Myst
172 Road Rash 3D
325 Rollcage
173 Rouge Trip: 2012
335 Rugrats: Search Reptar
174 Running wild
175 SCARS
176 Shadow Master
177 Shane Warne 99
178 Side Pocket 3
337 Silent Hill
179 Sim City 2000
180 Skull Monkeys
181 Small Soldiers
182 Smash Court 2
183 Soul Blade
184 Soviet Strike
185 Spice World
383 Sports Car GT
186 Spyro the Dragon
187 Star Wars: Masters....
188 Steel Rain

189 Street FighterAlpha3
190 Street Fighter Col2
191 Street FighterXAlpha
192 Street Racer
339 Street Sk8er
334 Syphon Filter
193 Tales of Destiny
194 Tekken 2
195 Tekken 3
196 Ten Pin Alley
197 Tenchu
198 Test Drive 4
199 Test Drive 5
200 Test Drive Off Road
201 Test Drive Off Road 2
202 Tetris Plus
203 The Fifth Element
204 The Lost World
205 The Unholy War
206 Theme Hospital
207 Theme Park
208 Thunder Force 5
210 Tiger Woods 99
211 Time Crisis
212 Tobat 2
213 Toca Touring Car
214 Toca Touring Car 2
215 Tokyo Highway Battle
216 Tomb Raider
217 Tomb Raider 2
218 Tomb Raider 3
219 Tomba!
220 T. Makinen Rally
221 Transcendence
222 Triple Play 98
223 Triple Play 99
356 Triple Play 2000
224 Twisted Metal 2
225 Twisted Metal 3
226 V Rally
385 V-RALLY 2
227 V's
228 Vigilante 8
229 VMX Racing
230 VR PowerboatRacin
231 War Games Defcon
232 WarCraft 2
233 Warhammer
386 Warzone 2100
234 WCW Nitro
235 WCW/NWOThunder
236 WCW V'sThe World

347 Glover
273 Golden Eye
274 Hexen
275 I.S. Soccer 64
276 ISS Pro 98
277 Iggi's Reckin' Ball
282 M.K. 4
283 M.K. Mythology's
284 M.K. Trilogy
278 Madden 64
279 Madden 99
280 Mario Kart 64s
345 Mario Party
281 Mission Impossible
285 Multi Racing Champ
286 Nagano Win Olympics
287 Nascar 99
348 NBA Live '99
288 NBA HAngtime
289 NBA In the Zone
290 NFL QBack Club 99
293 NHL 99
291 NHL Breakaway 98
292 NHL Breakaway 99
294 Nightmare Creatures
295 Offroad Challenge
296 Quake 64
297 Quest 64
298 Rampage World Tour
344 Rampage 2: Universal Tour
299 Robotron X
350 Rush 2: Extreme Racing USA
300 S.C.A.R.S.
301 San Fran Rush
302 Snowboard Kids
303 SouthPark
304 Space Station: Silicon Valley
305 Star Wars: Rogue Squadron
306 Star Wars: Shadows
307 Super Mario 64
308 Tetrisphere
309 Top Gear Overdrive
310 Top Gear Rally
311 Turok
312 Turok 2
349 Twisted Edge Snowboarding
346 Vigilante 8
313 WarGods
314 Wane Gretski 3D 98
315 WCW / NWO Revenge
317 World Cup 98
318 Wipeout 64
319 WWF WarZone

NEW PlayStation TITLES

450 TOMB RAIDER: THE LAST REV
451 STREET FIGHTER EX 2 PLUS
452 LEGO RACERS
453 40 WINKS
454 KNOCKOUT KINGS 2000
456 FIGHTING FORCE 2
457 VIGILANTE 8: SECOND OFF...
458 NBA LIVE 2000
459 SLED STORM
460 TWISTED METAL 4
461 COOL BOARDERS 4
462 RAINBOW SIX
433 TEST DRIVE 6
432 JURASSIC PARK: WARPAT
431 MEDAL OF HONOR
430 SUPERCROSS 2000
429 TOMORROW NEVER DIES
428 VIGILANTE 8: SECOND OFF...
427 SPYRO 2: RIPTO'S RAGE!
426 WU TANG: SHAOLIN STYLE
425 ARMY MEN: AIR ATTACK
424 RESIDENT EVIL 3: NEMESIS
423 READY 2 RUMBLE BOXING
422 NASCAR 2000
421 MISSION IMPOSSIBLE
416 JET MOTO 3
417 XENA: WARRIOR PRINCESS
418 GRAND THEFT AUTO 2
419 QUAKE 2
405 SOUL REAVER: LEGACY KAIN
406 TENCHU
415 TENCHU: STEALTH ASSASIN
395 MLB 2000
396 NFL Xtreme 2
397 Asterix

it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Raymond Kissell's (Vic) entry *Retribution* has earned himself a copy of *MediEvil 2* for his huge effort. Well done!



THE AIM OF THE GAME

A free-roaming 3D adventure, the main character Darnell has to rescue High King Anson's daughter (Princess Ana) who has been kidnapped by evil wizard Kis'ra Ecla. You must gather a 20,000 strong troupe and head to Kis'ra Ecla's land.

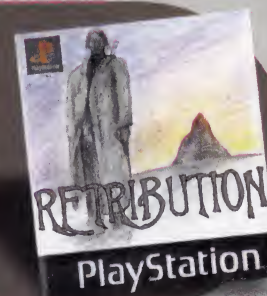
HOW TO PLAY

Ten huge levels span through caves, forests and mountain ranges. A variety of characters are encountered and healing potions, swords, throwing knives and crossbow arrows can be found to help you throughout your journey to the final showdown with the evil wizard.

THE PSM VERDICT

So does all the wizardry and magic make this a good game? Yes. Raymond has developed a great plot and characters, with all the mystical trimmings you could hope for. *PSM* gives it the thumbs up.

9



Simon Moore (NSW) sent in the brutal concept *Hitmen*.

Playing as a hit man of your choice, your goal is to make an enormous wad of money and put all your underworld enemies in graves. Each level represents a new job. You charge a fee depending on the difficulty of the mission.

After choosing which mission you want to take, you will be doing a variety of jobs from finding husbands cheating on their wives to 'taking out' Mafia bosses and corrupt politicians. There are plenty of weapons to find in each level.

Crime, crime and more crime. *Hitmen* would be fun the first time around but would bore with repeated attempts. We can't help but agree with the great Kamahl though, "Why are people so unkind?"

7



Todd de Quincey's (Tas) *World Wars* will test your military strategy and fighting mettle.

The object is to earn a high ranking and defeat Germany's elusive dictator of yesteryear, Adolf Hitler. You'll also need to master all seven of the available weapons - semi-automatic pistols, sniper rifles, mines, gas bombs, an assault rifle and grenades.

There are nine ranks and 10 'mega' bosses to defeat. You earn rank by completing certain missions and objectives such as stealing computer floppy disks, destroying air bases and saving hostages.

A good shoot 'em up adventure game giving you the enviable task of exacting revenge on the most famous, ruthless killer in history. It doesn't represent history very accurately, though. Floppy disks?

7



Land Of The Giant was dreamt up by Paul Antonopoulos (NSW).

Your aim is to release your family and friends who are being held captive by the Giant. The Giant is big, mean and nasty and has all your loved ones on his mind as his next big meal. It's a race against time, as well as the Giant's growing appetite!

There are 10 stages to complete and each has a collectable key that is needed to progress further. You need to kill the giant and then free your family and friends with the keys you have collected. Why does the cover look like *40 Winks*, though?

At the moment the storyline is too similar to *Jack And The Beanstalk*. If some quirkiness was added it would be a good kids game. *PSM* would love to see a game based on the late '60s sci-fi TV series *Land Of The Giants*.

6



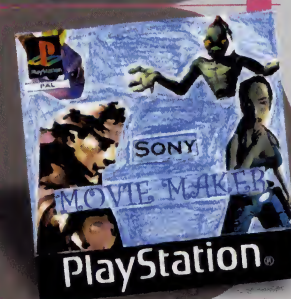
Movie Maker is Aaron Woodford's (NSW) creation.

Choose and direct characters from your favourite PlayStation games and produce scenes for a feature film. For instance, you could have Abe, Spyro, Lara Croft and Lian Xing as your stars, telling them what to do!

To advance in the game your cinematic pieces have to be very professional. Choose the best camera angle and direct well and you will be rewarded with money with which you can splash out on better lenses and actors.

A game of this ilk is inevitable in the future. Licensing so many characters from different companies would be an expensive affair though, so any real potential would come with possible flaws.

5

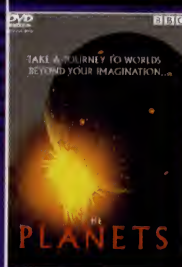




Wag The Dog

Boasting an amazing cast and fantastic direction, *Wag The Dog's* script is marvellous and is one of the best political and media satires to hit mainstream culture in recent times. This movie addresses the manipulation (on the grandest scale of them all) of the media, and ultimately the greater audience, simply for the sake of better public relations at election time. Presidential 'heavies' Ronnie Bream (Robert De Niro) and Winifred Ames (Anne Heche) approach top Hollywood movie producer Stanley Moss (Dustin Hoffman) to engineer a war with Albania to be aired on mainstream news media. This is a scandal of huge proportions, as the basis of drawing attention to the war is simply to deter attention from the President's sexual relations with a White House intern... **RY**

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Director's commentary trailers, cast and crew bios. | **Verdict:** Scandals and fabrication - you'll love it. | **8/10**

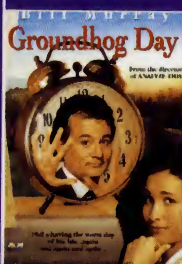


The Planets

Looking back over the myriad advances of the 20th Century, there is one more incredible than all others - we ventured to different worlds, stepping off the Earth for the first time. *The Planets* chronicles our discovery of these worlds, containing all eight 50-minute episodes from the BBC series on two DVD discs. Although some of the theories presented as fact are still scientifically suspect, the programs are thoroughly researched and absolutely captivating. The computer-generated images of planets are spectacular and the interviews with American and Russian scientists who pioneered space exploration compelling. Thirty years since man first walked on the moon, we still know very little about how the planets were formed, but what little we do know only serves to make the solar system even more fascinating. **JH**

Price: \$59.95 | **Rating:** G | **Release date:** Out now | **Extras:** None |

Verdict: The greatest show off Earth. | **8/10**



Groundhog Day

One of the most original and entertaining romantic comedies ever, and still hilarious after repeated viewing. Bill Murray is his brilliant best as egocentric weatherman Phil Connors who must endure the same dreadful day over and over again, stuck in hamlet Punxsutawney on February 2. It's déjà vu gone mad. With no tomorrow to worry about, Phil gets to enjoy some fabulous fantasies, but soon becomes depressed as his love interest and producer Rita (Andie MacDowell) returns each day to thinking he's a jerk no matter what he does. The film is at its funniest when it sinks into black comedy, with Phil finding increasingly elaborate ways to try and end his miserable existence. Great fun to watch again and again and... **JH**

Price: \$34.95 | **Rating:** PG | **Release date:** Out now | **Extras:** Movie trailer, biographies. |

Verdict: Let's do the time warp again. | **8/10**



The Road To El Dorado

Tulio (Kevin Kline) and Miguel (Kenneth Branagh) are best friends and con men that have won a prized map that leads to the legendary city of gold, El Dorado. The city's existence itself is questionable but the pair is hell-bent on arriving to their destination via any means possible. This opens up a whole world of wisecracks and comic opportunities, with the pair moving at a cracking pace whilst they stumble upon El Dorado and get caught up with the meddling native Chel (Rosie Perez) and the jealous Tzekel-Kan (Armand Assante). The latest project from Dreamworks Pictures, this is the visual feast you'd expect. Plenty of excellent imagery and wonderful music orchestration. **RY**

Rating: PG | **Release date:** September 7 | **Verdict:** Watch this with a mate. | **8/10**



Blue Streak

Miles Logan (Martin Lawrence) is a bad boy brother who skilfully steals a diamond worth 20 million dollars. Well almost. One of his partners in crime gets greedy, spoils the fun, alerts the cops and Logan is up for a two-year jail sentence. Before he is cuffed, Logan manages to hide the gem in the air conditioning vent on a construction site. After doing his time, Logan heads to the construction site where the diamond is hidden to find that it has been converted to an LAPD office. Much scheming takes place from here for a way to retrieve his booty, along with becoming involved with solving crimes and finding LA's biggest criminals - including some of his friends. Martin Lawrence is a hilarious, charismatic anti-hero. Recommended. **RY**

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Music videos and

behind-the-scenes feature. | **Verdict:** 'Dis is good fun, y'hear?' | **7/10**



Random Hearts

Dutch's (Harrison Ford) wife and Kay's (Kristen Scott Thomas) husband are having an affair, the truth of which unravels after the plane they are travelling on to Miami crashes and the pair die. Too late to ask questions, Dutch has a difficult time coming to terms with it. Kay, however, already knows about her husband's infidelity but has a promising political career in Washington and a 15-year-old daughter that doesn't know the truth about her father. After much soul searching, Dutch meets and confronts Kay and then seeks her comfort and companionship as they both try to deal with the reality of their once seemingly happy lives. Harrison Ford does a superb job playing Dutch, and you'll find yourself empathising with his struggle for reason in a world where there often seems to be none. **RY**

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Deleted scenes, soundtrack with highlights, behind-the-scenes feature. | **Verdict:** *Random Hearts* will mend any broken hearts. | **6/10**

Net Sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL RAYMAN

www.ubisoft.com/usa/usgames/rayman.html

Ubisoft's flagship character is a likeable little tyke that's been around for quite some time now. Rayman doesn't quite get the attention that some other videogaming superstars enjoy, but he does have this very cool Web site dedicated to him. The Official Rayman Web site has everything that you've ever wondered about Rayman, including his background and plenty of FAQs. There's even a great strategy guide for all you code junkies.



The captivating character returns to the PC in Rayman Gold with 24 brand new, super-challenging levels, a level creator and more. Check it out!

WORLD OF RAYMAN - Enter the challenging, mind-bending world of Rayman and, suddenly, reality seems far too tame. Free your mind as Rayman takes you on an odyssey adventure through a complex realm of pyro-delic landscapes, absurd characters, formidable opponents, and uncharted levels of darkness. You'll experience a heightened sense of visual awareness. You'll hear strange and beautiful

The Stone
Rayman Gold
The Music
Get the Demo
Rains & Rivers
Strategy Guide
Rayman FAQs

FINAL FANTASY MOVIE

www.finalfantasy.com

The *Final Fantasy* games are one of the best things to ever happen to the world of videogames. Any RPG fan will know that they're the best of the genre bar none. Rumours about an upcoming movie can now be scoffed because they're true! *Final Fantasy* will create cinematic history when it's released next year. This Web site has all the latest information about it, so go and check it out!



OFFICIAL LIMP BIZKIT

www.limbizkit.com

Limp Bizkit are one of the hottest bands in the world right now - they are so cool they met up with *PSM* for an interview (see page 114). They love their PlayStation, so they're chillin'. Their official fan club can be found on the Web and it includes everything you could ever want. Chat with other fans, download a ton of great stuff, find out tour dates, get guitar tablature - even sign up for regular news on what the boys have been up to. Wicked.



POKÉMON MUST DIE!

<http://www.crosswinds.net/~flapmg/>

Sick of Pokémon? Well it seems you're not alone! This site is dedicated solely for Pokémon bashers and it is one of the funniest sites you'll ever come across. There are stacks of awards, jokes and cartoons, and lots of links to sites just like this one. So, if those little critters are really getting on your nerves, here's your chance to relieve some of that frustration with a good ol' belly laugh!



OFFICIAL MICRO MANIACS

www.codemasters.com/previews/micromaniacs/

PSM can't get enough of this dinky little racer and we bet that once you have a go you'll be hooked, too. This official site has plenty of screenshots for those that haven't had the chance to check it out yet, and there's also a hall of fame for lap times, a feedback section and the whole story behind this great little racer.



OFFICIAL SAGA FRONTIER 2

www.segafontier2.co.uk

To coincide with the launch of *SaGa Frontier 2*, Square Europe has launched this beautifully-designed site. It is so in keeping with the style of the game that there are even sections which involve you taking control of an on-screen character via the cursor keys and walking around talking to other characters. All the usual features such as desktop wallpaper and screensavers are available to download, and for registered users there are exclusive competitions to win Square Japan merchandise and the like.



OFFICIAL BUFFY THE VAMPIRE SLAYER

www.buffy.com

Buffy will soon grace our TV screens in playable form so *PSM* went on a search for Buffy on the Web. And it seems that 50 per cent of the Web is dedicated to the world's favourite vampire slayer! The official site proved to be the best, with the most information on the world of Buffy. Sarah Michelle Gellar, you rule! And until you finally arrive in digitised form, we're not going to rest peacefully.



CD Reviews

Elastica *The Menace* (Deceptive)



Five years after their eponymous debut album, and the peak of Britpop, Elastica are back with their much-anticipated follow-up. Ms. Frischmann's still all shouty-shouty and Mark E. Smith drops in to bellow backing yells on *How He Wrote Elastica Man*. But the most interesting tracks are quiet and threatening, like *Image Change* with its cold, electronic bleepery. *Nothing Stays The Same* pulses along clinically, the sound of someone desperately trying to keep their emotions under control, while the throbbing *Love Like Ours* is infused with the very menace mentioned in the title. It's a dark and angry album inspired by something, but what exactly? **DM**

Verdict: What becomes of the broken hearted? | 8/10

Cypress Hill *Skull & Bones* (Ruffhouse/Columbia)



The Hill return after their two-year stopgap, still loaded, still insane, but newly converted to the mighty cathedral of metal. Members of Fear Factory and Rage Against The Machine have entered the fold, helping deliver a double album of hip-hop and metal. The first CD's 11 tracks have that trademark Cypress Hill sound. Lazy bass, tinkling ivories and fancy strings stab over the top of a bloody great bass line. The themes haven't changed much either. Check out *Highlife* and *Can I Get A Hit...*. The second CD's the one with six slabs marked "very metal", but uses Body Count's bumper book of rock clichés. Bring the noise? No thanks. **DM**

Verdict: Strange brew. | 6/10

Soundtrack *Romeo Must Die* (Virgin Records)



Romeo Must Die is the forthcoming martial arts action movie starring Hong Kong's Jet Li. In short, this album is good. As well as starring in the movie itself, R&B star Aaliyah contributes four of the 18 tracks and her excellent voice and wonderful harmonies make them a highlight. Of course, the whole purpose of a soundtrack is to accompany the on-screen action of the film. The makers of *Romeo Must Die* claim that this is a 'high-intensity' film, so one can expect a few tracks to be highly intense. Regardless of some of the songs fitting this bill, there are some disappointments, including *Thugz* by Mack 10. Hopefully the movie isn't as questionable... **RY**

Verdict: Cool tracks intertwined with dodgy puff. | 7/10

The Stereo Bus *Brand New* (EMI)



Brand New is the second album from The Stereo Bus, one of New Zealand's most critically acclaimed outfits produced by Neil Finn. This recording delivers gentle, rambling contemporary music, the best description of which comes from the band itself - 'sissy pop'. The Stereo Bus combine breathy vocals with ambient background arrangements to produce songs that sweep a small music arc from atmospheric ballads to very soft rock. The production throughout *Brand New* is tight and clean, which is a definite result of Finn's presence in the recording studio. However, it's doubtful whether it will cause a sensation in Australia, with local talent already producing the same pedigree of pop/rock. **MB**

Verdict: Competent pop music with a tendency towards blandness. | 6/10

Take Up The Challenge

Consider yourself an accomplished player? *PSM* dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.



UEFA Champions League

Play as Chelsea against Manchester United. After the first-half you'll get a rundown of the match statistics. If you can manage to hold the 'Red Devils' at 13% possession or less, you're a superstar. Bonus points for anyone who can 'take out' David Beckham in the process without getting carded!



Everybody's Golf 2

Long drive competition: Using that oh-so-handsome character called Mel, head over to the Baleta Country Club. Use your driver (1 Wood) for this one, otherwise you won't stand a chance. Try and hit the ball as far as you can; the game will track and measure the distance you got from your shot. Competitive scores should at least reach the 200-yard mark.



International Track & Field

Clear 2.8 metres in the high jump event for a world class result.



Point Blank

In training mode, get a total score for four screens of over 80,000 for a brilliant result. Over 60,000 is excellent.



Colin McRae Rally

Race the Australian stage 1 in a time trial with the Impreza and beat 2:20:00 on expert level for a brilliant time. Under 2:30:00 is very good.



Micro Maniacs

Beat 00:10.60 for one lap on the Mica and Easy stage and you can consider yourself a world class maniac.



HIGH SCORE TABLE Crash Team Racing

PSM's monthly High Score Table is starting to bring the best PlayStation gamers out of the woodwork. Every time in this month's top 15 for the Relic Race at Crash Cove is worthy of a standing ovation! Michael Nguyen's super quick time earns himself a copy of *Syphon Filter 2*. Well done to all!

1. Michael Nguyen	(SA)	29:98
2. Wayne Zant	(Vic)	31:05
3. Ben Wilkins	(NSW)	32:92
4. Scott Boyd	(NSW)	36:09
5. Paul Allen	(NSW)	36:40
6. Troy Churton	(Qld)	36:56
7. Raymond Chan	(NSW)	36:70
8. Daniel Smith	(Qld)	37:31
9. Zack Clark	(WA)	37:36
10. Nick Elliot	(NSW)	38:42
11. Bridie Kean	(Vic)	40:39
12. Adam McLaughlin	(Vic)	41:33
13. Andrew Sellas	(ACT)	42:40
14. Nathan Shaw	(WA)	42:53
15. Matthew McCarten	(NZ)	42:78



No Fear Downhill Mountain Biking

Using Ryan, head to the Telegraph Hill trail and beat 00:52:10. Consider yourself an expert if you can surpass this top time. Any other times under a minute are also worthy of a pat on the back and a big gulp of Gatorade.



Challenge of the Month | Resident Evil 3 Nemesis



So, you've finished the best survival-horror game of all time, huh? Wondering how well your finishing time stacks up against every other gamer in the known universe? Send us a photo or video footage of the status screen that you get after beating the game for our search of the fastest-ever time on the normal difficulty setting. If you're the quickest zombie killer, you'll get a game of your choice and be immortalised on the pages of *PSM*.

Note: Evidence shouldn't be a problem for anyone who has already completed the game - just head back to your last save and go from there. For everyone else, we suggest you get cracking. A competitive effort for a first-time finisher should be around eight hours. In the case of identical times, number of saves used and costumes awarded will then be considered.

Send us proof of your killer score by photographing the screen or sending us a videotape. If your score is the best received by the end of the month, you'll be immortalised as a gaming guru in the pages of August *PSM* and sent the game of your choice from this month's reviewed titles.

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close June 27. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name:

Age:

Address:

State:

Phone:

Score:

Choice of Prize:

Evidence:

Postcode:

TOP 40 GAMES

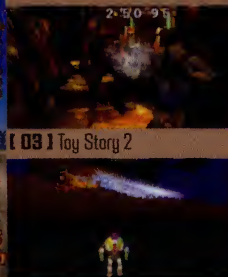
The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and Inform.

That freaky Nemesis has tried his best, but it hasn't been enough to scare *Gran Turismo 2* out of first place on this month's charts. *GT2* looks certain to be entrenched for several months, while oldies like *Driver*, *Crash Bandicoot 2* and *Shane Warne* also remain in the Top 10.

[01] Gran Turismo 2



[02] Resident Evil 3 Nemesis



[03] Toy Story 2



Pos	Name	Developer	Distributor
1	Gran Turismo 2	Polyphony	Sony
2	Resident Evil 3 Nemesis	Capcom	Ozisoft
3	Toy Story 2	Disney	Activision
4	Driver	Reflections	GT
5	Army Men 3D	3DO	Sony
6	Need For Speed IV: High Stakes	EA	EA
7	Tony Hawk's Skateboarding	Neversoft	Activision
8	Shane Warne Cricket '99	Codemasters	Ozisoft
9	Crash Team Racing	Naughty Dog	Sony
10	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
11	Ace Combat 3 Electrosphere	Namco	Sony
12	Pac-Man World	Namco	Sony
13	Gran Turismo Platinum	Polyphony	Sony
14	Silent Hill	Konami	GT
15	Tomorrow Never Dies	Black Ops	EA
16	Medal Of Honor	Dreamworks	EA
17	Forty Winks	Eurocom	GT
18	Crash Bandicoot Platinum	Naughty Dog	Sony
19	AFL 99	EA Sports	EA
20	Speed Freaks	Funcom	Sony
21	Spyro 2: Gateway To Glimmer	Insomniac	Sony
22	Colin McRae Rally Platinum	Codemasters	Ozisoft
23	Croc 2	Fox	EA
24	A Bug's Life Platinum	Disney	Sony
25	Barbie Race And Ride	Mattel	Sony
26	Crash Bandicoot 3: Warped	Naughty Dog	Sony
27	Tomb Raider: The Last Revelation	Core	Ozisoft
28	This Is Soccer	Sony	Sony
29	Tekken III Platinum	Namco	Sony
30	Cricket 2000	EA Sports	EA
31	FIFA 2000	EA Sports	EA
32	Tekken III	Namco	Sony
33	Final Fantasy VIII	Square	Sony
34	Crash Team Racing Combo Pack	Naughty Dog	Sony
35	Army Men Air Attack	3DO	Sony
36	South Park Rally	Tantalus	Sony
37	Metal Gear Solid	Konami	GT
38	Shadow Man	Acclaim	Acclaim
39	Music 2000	Codemasters	Ozisoft
40	Time Crisis Platinum	Namco	Sony

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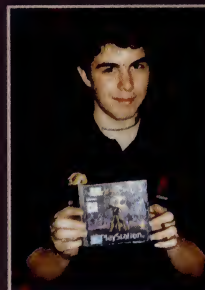
RMS
RETAIL
Monitoring Services

Kmart

inform

TALKING SHOP

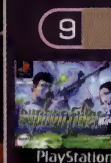
Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Matthew
Occupation: Retail
Bought: *MediEvil 2*

And why...

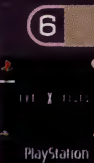
"It's a good game with excellent graphics and gameplay."



Name: Angelo
Occupation: Builder
Bought: *Syphon Filter 2*

And why...

"*Syphon Filter* is a good, hard and really challenging game, so I wanted to try the next one."



Name: David
Occupation: Carpenter
Bought: *The H-Files*

And why...

"It's fairly new and I find the show really interesting. I've been looking forward to this game quite a bit, actually."



Name: Jade
Occupation: Actor
Bought: *Music 2000*

And why...

"I'm a bit of a clubber so I'm going to have a go at making my own music! I've heard this is a cool music sim program."

Official PlayStation Magazine
RECOMMENDS



Muppet RaceMania	Everybody's Golf 2	Colin McRae Rally 2	Gran Turismo 2
<i>Muppet RaceMania</i> even gives Crash and his team a run for their money. One of the best kart racers on PlayStation, the tight control, high AI, and varied action with a bit of combat thrown in will keep you off the streets for weeks!	Even better than the original, new features include a visual re-vamp, seasonal attributes, seven courses, characters, clubs sets and balls. Very simple to pick up and play, but still challenging enough for golf pros. The best golf sim on PlayStation.	With hyper-detailed cars and fabulous scenic surroundings, rallying reaches new heights of realism and naked terror in <i>Colin 2.0</i> . The handling is top-notch, and there are dozens of stages and secret cars to unlock. Fast, scary and varied.	It's just not possible for a car fanatic to get bored with <i>GT2</i> . The huge variety of cars on offer is mind-numbing, the handling and physics superlative, and the replays superb. Challenging, extremely enjoyable and hugely rewarding.
9	9	9	10

Australia's No.1 retailer for Sony PlayStation games

Kmart

Turbo Charged Action



Gran
Turismo 2
68.95



Grand
Theft Auto
48.95



Need For
Speed
High Stakes
48.95



Hot
Wheels
48.95



Crash Team
Racing
68.95



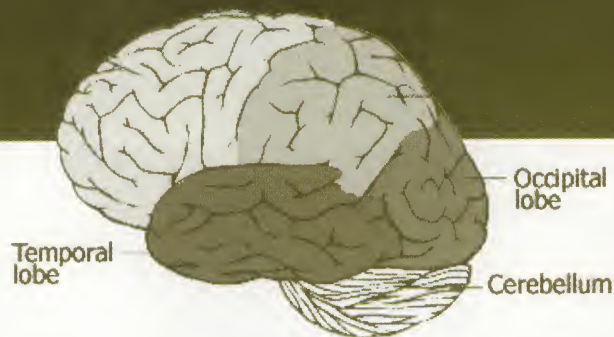
Muppet
Race
Mania
48.95



Driver
48.95

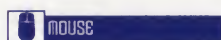
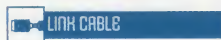
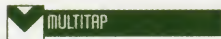


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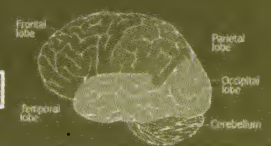
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Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.

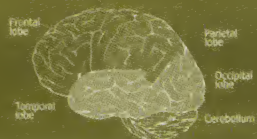


Title	Style	Price	Icon	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95		An excellent adventure incorporating great puzzles and massive levels.	8
A Bug's Life	3D platformer	\$39.95 NZ\$39.95		Slow-paced, colourful platformer that young kids will love.	6
Ace Combat 3: Electrosphere	Combat/flight sim	\$69.95 NZ\$79.95		A fantastic flight sim that mixes skill with military know-how.	8
AFL 99	Aussie Rules	\$89.95 NZ\$99.95		The quintessential Australian game now on PlayStation, and it's great fun.	7
Alundra	RPG	\$79.95 NZ\$89.95		Zelda for the PlayStation – compulsively addictive.	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95		Cute, fun, tennis action – multiplayer mode is a winner.	8
Ape Escape	3D platformer	\$69.95 NZ\$79.95		The monkeys will drive you bananas in this challenging platformer.	9
Apocalypse	Shoot 'em up	\$89.95 NZ\$99.95		Here's your chance to play as Bruce Willis!	8
Bealmania	Disc-jockey sim	\$129.95 NZ\$TBC		One of the funkiest PlayStation games and hilarious with your mates.	8
Bishi Bashi Special	Party game	\$89.95 NZ\$109.95		Fantastic fun. Over-the-top, Japanese mayhem at its finest.	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95		A fine, quick, responsive fighting machine to unleash the animal in you.	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95		If Saturday Night Fever were a game, then this would be it.	8
Bust-A-Move 4	Puzzle	\$89.95 NZ\$99.95		Simple yet infuriatingly addictive puzzle game.	9
Championship Motocross	Trail bike racing	\$89.95 NZ\$99.95		Fast and muddy mayhem with the crusty demons of dirt.	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95		If you want to learn or play chess, look no further than this.	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95		A compulsory purchase for all racing fans.	9
Colin McRae Rally 2.0	Rally sim	\$89.95 NZ\$119.95		Rallying reaches new heights of realism – fast, scary and varied.	9
Colony Wars: Red Sun	Space combat	\$49.95 NZ\$49.95		Challenging and compelling space combat.	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95		Military strategy on a very small scale.	8
Cool Boarders 4	Snowboarding sim	\$89.95 NZ\$99.95		The fourth (and best) instalment of the Cool Boarders series.	8
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95		The best value-for-money platformer on the market.	9
Crash Bandicoot 3: Warped	Platformer	\$39.95 NZ\$39.95		Loads of variety and brilliant fun for fans of the bushy-browed marsupial.	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95		Fantastic party game that stars the world's favourite bandicoot.	9
Croc 2	3D platformer	\$79.95 NZ\$99.95		Reptilian fun complete with gobbos, special challenges and even boat racing.	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95		Great value crash-and-smash racing.	8
Devil Dice	Puzzler	\$59.95 NZ\$59.95		Eccentric puzzler which intrigues and frustrates.	8





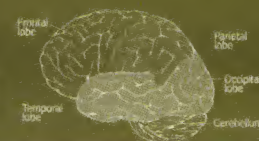
Title	Style	Price	Icons	Description	Score
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95		Three good games for the price of one.	8
Dino Crisis	Action adventure	\$69.95 NZ\$99.95		Nasty Jurassic adventure for your PlayStation – suitably gory.	9
Discworld Noir	Point 'n' click adventure	\$79.95 NZ\$99.95		The most atmospheric and visually stunning adventure of its type.	8
Doom	First-person shoot 'em up	\$29.95 NZ\$99.95		The classic spooky first-person shoot 'em up.	8
Driver	Car chaser	\$89.95 NZ\$99.95		A new concept in driving games – gorgeous to look at, satisfying to play.	9
Duke Nukem: Time To Kill	Shoot 'em up adventure	\$69.95 NZ\$59.95		Humorous but violent 3D blaster.	8
Eagle One: Harrier Attack	Flight sim	\$89.95 NZ\$109.95		A top-notch flight sim with massive areas.	8
Everybody's Golf 2	Arcade golf	\$49.95 NZ\$69.95		One of the best sports games you can buy.	9
Fear Effect	Action adventure	\$89.95 NZ\$99.95		A genre-busting, puzzle-filled adventure with cinematic presentation.	8
FIFA 99	Soccer sim	\$79.95 NZ\$99.95		Stunning visuals and lots of fun to play.	8
Final Fantasy VIII	Role-playing game	\$89.95 NZ\$99.95		A role-playing masterpiece and one of the most mesmerising games ever.	10
Final Fantasy VII	Role-playing game	\$39.95 NZ\$39.95			



[greymatter]



Title	Style	Price	Icons	Description	Score
<i>Metal Gear Solid: Special Missions</i>	MGS training missions	\$49.95 NZ\$69.95		<i>Metal Gear</i> devotees will love it, but it doesn't have the magic of the real game.	7
<i>Micro Machines V3</i>	Dinky racer	\$49.95 NZ\$59.95		Cute and addictive mini racing action.	9
<i>Micro Maniacs</i>	Wacky racer	\$79.95 NZ\$119.95		There's no finer eight-player racing game on PlayStation.	9
<i>Monkey Hero</i>	RPG/arcade adventure	\$89.95 NZ\$99.95		Simple and satisfying adventure – a perfect introduction to RPGs for youngsters.	8
<i>Mortal Kombat 3</i>	Beat 'em up	\$89.95 NZ\$39.95		A fun, old-style, gory beat 'em up.	8
<i>MTV Sports: Snowboarding</i>	Snowboarding sim	\$89.95 NZ\$119.95		A fine, more trick-orientated rival to the <i>Cool Boarders</i> games.	8
<i>Muppet RaceMania</i>	Kart racer	\$49.95 NZ\$69.95		Superb kart racing with all your favourite furry Muppets.	9
<i>Music 2000</i>	Music creation	\$79.95 NZ\$119.95		An improved interface with more options, this is better than its great predecessor.	9
<i>NBA Live 2000</i>	Basketball sim	\$89.95 NZ\$99.95		The newly crowned basketball king for the PlayStation.	9
<i>Need For Speed: Porsche 2000</i>	Racing	\$79.95 NZ\$99.95		Sheer heaven for any Porsche fan. A top racing game with high performance machines.	8
<i>NFL Blitz 2000</i>	American football sim	\$89.95 NZ\$99.95		Fantastic and addictive gameplay that will have you reaching for the Gatorade.	9
<i>N-Gen Racing</i>	Airborne racer	\$79.95 NZ\$99.95		Technically spectacular racing at supersonic speed. Slick and highly addictive.	8
<i>NHL 2000</i>	Ice hockey sim	\$89.95 NZ\$99.95		Fast and furious, this is the supreme ice hockey simulation.	9
<i>Oddworld: Abe's Exoddus</i>	Platform adventure	\$69.95 NZ\$69.95		More engaging and quirky platform adventuring.	8
<i>Oddworld: Abe's Oddyssey</i>	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality.	9
<i>Omega Boost</i>	3D shooter	\$59.95 NZ\$69.95		One of the best 3D shooters on PlayStation.	8
<i>Pac-Man World</i>	Platformer	\$59.95 NZ\$69.95		Celebrate Pac-Man's 20th birthday with this silky-smooth platformer.	8
<i>PaRappa The Rapper</i>	Rap 'em up	\$59.95 NZ\$99.95		Before <i>Jammer Lammy</i> there was <i>PaRappa</i> . Hilarious fun if you can find it.	9
<i>Point Blank</i>	Shoot 'em up adventure	\$59.95 NZ\$99.95		Accurate gunplay that is addictive and entertaining.	8
<i>Point Blank 2</i>	Shoot 'em up adventure	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun – a great sequel with the Doctors.	7
<i>Quake II</i>	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
<i>RC Stunt Copter</i>	Helicopter/flight sim	\$89.95 NZ\$99.95		Tricky and fun radio-controlled helicopter mayhem.	8
<i>Ready 2 Rumble Boxing</i>	Arcade boxer	\$89.95 NZ\$119.95		An entertaining boxing game with more flair than any other!	7
<i>Resident Evil 2</i>	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring.	10
<i>Resident Evil 3 Nemesis</i>	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge the best gamers.	9
<i>Re-Volt</i>	Arcade racer	\$89.95 NZ\$99.95		Radio-controlled racing madness through urban-fantasy worlds.	7
<i>Ridge Racer Type 4</i>	Arcade racer	\$49.95 NZ\$89.95		The finest arcade racing game that your money can buy.	9
<i>Rollcage Stage II</i>	Futuristic racer	\$49.95 NZ\$99.95		Defy gravity once more in this excellent racer.	9
<i>R-Type Delta</i>	Shoot 'em up	\$89.95 NZ\$109.95		Retro blasting to make you weep with happiness.	7
<i>Rugrats Studio Tour</i>	Kids platformer	\$89.95 NZ\$99.95		Variety and challenges make this a worthy kids game.	8
<i>Shane Warne Cricket '99</i>	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9
<i>Silent Hill</i>	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc – don't play this game alone.	8



Title	Style	Price	Icons	Description	Score
<i>Sled Storm</i>	Snowmobile racer	\$89.95 NZ\$99.95		A very playable game that has great jumps, shortcuts and crazy tricks.	8
<i>Smurfs</i>	Platformer	\$79.95 NZ\$99.95		A game that has been designed with young children in mind.	7
<i>Soul Blade</i>	Beat 'em up	\$39.95 NZ\$99.95		This is hack and slash fighting for the PlayStation. Not for the uninitiated.	8
<i>Speed Freaks</i>	Kart racing	\$69.95 NZ\$79.95		Cheerful multiplayer racing game with colourful characters and tracks.	8
<i>Spyro The Dragon</i>	Platformer	\$39.95 NZ\$39.95		Control that charming little purple dragon called Spyro through a cutesy adventure.	8
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$69.95 NZ\$79.95		Cute 3D platformer with much charm and challenge.	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie.	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95 NZ\$119.95		The best of the <i>Street Fighter</i> bunch.	9
<i>Street Skater 2</i>	Skateboard sim	\$79.95 NZ\$79.95		Frustrating and rewarding, the skate park editor adds a new dimension.	8
<i>Syphon Filter</i>	3D adventure	\$69.95 NZ\$79.95		Multiple objectives keeps this espionage game interesting.	8
<i>Syphon Filter 2</i>	3D action adventure	\$69.95 NZ\$89.95		Even better than its popular predecessor.	9
<i>Tarzan</i>	Platformer	\$79.95 NZ\$79.95		Solid kids platformer with great graphics, strong characters and good variety.	7
<i>Tekken III</i>	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups.	10
<i>Tenchu</i>	Action Adventure	\$49.95 NZ\$99.95		A hugely entertaining and challenging ninja game.	7
<i>Theme Park World</i>	Strategy	\$49.95 NZ\$59.95		Build and manage a park to rival Disneyland – then enjoy the rides yourself. Top fun.	8
<i>Thrasher: Skate & Destroy</i>	Skateboard sim	\$89.95 NZ\$99.95		Not quite up to the lofty standard set by <i>Tony Hawk</i> , but a top game nonetheless.	8
<i>Time Crisis</i>	Shoot 'em up adventure	\$39.95 NZ\$99.95		The grooviest, bloodiest lightgun adventure.	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95 NZ\$79.95		Amazingly realistic and detailed racing car sim.	9
<i>Tomb Raider: The Last Revelation</i>	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration!	10
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95 NZ\$99.95		Finally a skating game worthy to add to your collection.	9
<i>UEFA Champions League Season 99/00</i>	Soccer sim	\$69.95 NZ\$119.95		All the requisite tackles, through balls and long passes you could wish for with the Euro big boys.	8
<i>Um Jammer Lammy</i>	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes.	8
<i>Urban Chaos</i>	Action adventure	\$79.95 NZ\$109.95		A highly compulsive adventure packed with intrigue and variety.	8
<i>Vandal Hearts II</i>	RPG	\$89.95 NZ\$99.95		A quality RPG that is challenging and encompasses many elements.	8
<i>Vigilante 8</i>	Driving combat	\$89.95 NZ\$89.95		Funky car chases and blasting action.	9
<i>V-Rally 2</i>	Rally racing adventure	\$89.95 NZ\$109.95		Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Warzone 2100</i>	Real-time strategy	\$89.95 NZ\$109.95		The 3D graphics and gameplay are exceptional for this genre.	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack.	10
<i>World Championship Snooker</i>	Snooker sim	\$79.95 NZ\$119.95		This super-smooth sim provides hours of endless fun. Realistic and relaxing.	8
<i>Worms Armageddon</i>	Turn-based shoot 'em up	\$89.95 NZ\$99.95		A hilarious party game that is still as entertaining as ever.	8
<i>Wu-Tang: Taste The Pain</i>	Beat 'em up	\$89.95 NZ\$99.95		The famous rappers star in this nasty beat 'em up. This one's violent and gory.	8
<i>WWF SmackDown</i>	Wrestling sim	\$89.95 NZ\$99.95		The thinking man's clinch 'em up, <i>SmackDown</i> is a solid, no-nonsense slap and grapple.	8



DUAL SHOCK

MEMORY CARD

ANALOG

MULTITAP

STEERING WHEEL

LINK CABLE

GUN

MOUSE

NEG CON

NO. OF PLAYERS

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MEDIEVAL 2

Publisher: Sony

Style: 3D action-adventure

Program: Playable demo

Your job is to prevent the evil Lord from taking over the undead army roaming the streets of Victorian London. In our demo Dan finds himself unarmed in the old museum, so head into the first room, smash the glass, grab the sword and prepare to do battle.

Controls

Left stick/

←↓↑→ Move/climb

Right stick Control camera

× One tap for single swipe

× Two taps for double swipe

× Three taps for combo swipe

■ Secondary attack (press and hold to charge up super-attack)

▲ Defend (with shield)/Duck (without shield)

▲ When running, daring dash

● Jump

L1 Tap to change target

L2 Hold to rotate camera left

R2 Hold to rotate camera right

Select Open inventory

Additional Features

Fortunately Dan has been equipped with a host of new weaponry to help him take on the baddies this time.

Further Information

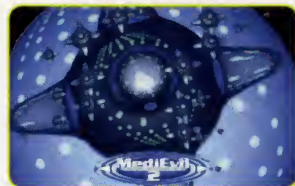
Turn to page 66 of PSM 33 for a full review.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.





URBAN CHAOS

Publisher: **Eidos**
Style: **3D action-adventure**
Program: **Playable demo**

Your objective in our demo is to safely free the hostages (recognisable by their blue uniforms and they'll be waving their arms in the air) from one of the gangs and make it out alive.

Controls

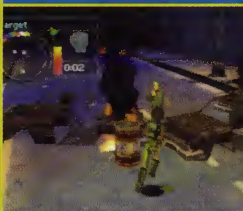
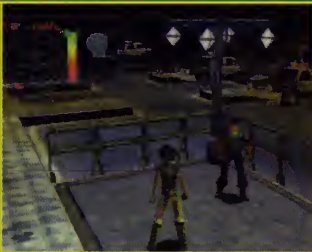
- ← ↓ ↑ → Jog
- Crouch down, sprint when running, pick up/throw object, enter/exit vehicle, pull lever, talk to person, arrest suspect, search body
- × Jump, jumping kick
- Punch, fire selected weapon
- ▲ Kick, sliding tackle
- L1 First-person view
- L2 Rotate camera left
- R1 During combat, will cycle through available opponents
- R2 Rotate camera right
- Select Inventory (× selects items and exits inventory)
- Start Calls up in-game menu

Additional Features

This mission is only a fraction of what's in the final game.

Further Information

Turn to page 60 of *PSM 34* where *Urban Chaos* was awarded a city-slicker score of 8/10.



EVERYBODY'S GOLF 2

Publisher: **Sony**
Style: **Golf sim**
Program: **Playable demo**

Our demo plants you on the fairway of the Balata Country Club where you can choose to play as Mel, or the slightly more agile Chip. Once on the green you and up to three mates can compete.

Controls

L1/R1 Select club

Before Addressing The Ball

- ↓/↑ Move camera angle
- ←/→ Move Drop Point Cursor for aiming
- Select Show scorecard

Start Hole Overview

- × Power and impact setting on swing meter
- ▲ Zoom in
- Zoom out
- Toggle power
- L2 While putting, display cross section of putting green
- R2 Drop grass/reset camera during zoom

Additional Features

The full game features more



modes than you can shake a club at including Stroke Play, Match Play, Tournament, Vs, Nine-Hole Par 3 and Training. All of which can be enjoyed by one of 13 characters.

Further Information

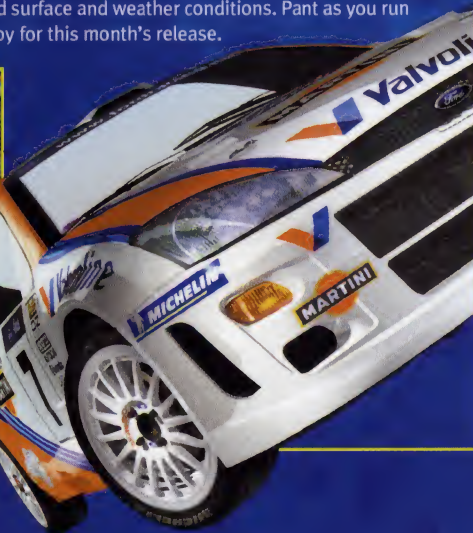
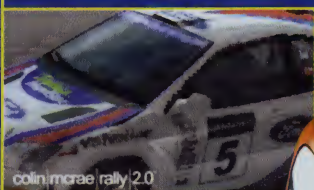
Check out the review in *PSM 34* (page 70).



COLIN MCRAE RALLY 2.0

Publisher: **Codemasters**
Style: **Rally sim**
Program: **Video**

Over the last year, a massive team of developers has been locked in a studio somewhere in the UK working uncomfortably closely with Messrs Grist and McRae. Here's your chance to see what they've been up to. Gasp at effects such as the exhaust pipe spitting fire when you lift off the accelerator and then that fire reflecting on wet tarmac. Marvel at how the car handling changes depending on the road surface and weather conditions. Pant as you run to your games store to reserve a copy for this month's release.



SPIDER-MAN

Publisher: **Activision**
Style: **3D action-adventure**
Program: **Video**

Spidey sense twitching? Feeling the urge to don a mask, leotard, pair of blue tights and throw balls of string about your living room? We can tell you why. It's because you can sense the agile superhero's presence on the *PSM* disc. To enjoy this demo simply press × when the words "Spider-Man Rolling" appear on your TV. As lead designer Chad Findley from *Spider-Man* developer Neversoft says, "The day that we could pick up the controller and make Spidey leap off a skyscraper, fire a web and swing hundreds of feet across the skyline, then stick to the wall and climb up to the next rooftop was when we felt that we had finally put the real Spider-Man in the game, and we were stoked!" You will be too when you see him in action.





WWF SMACKDOWN

Publisher: **THQ**
Style: **Wrestling sim**
Program: **Playable demo**

The latest in the *WWF* series features all your favourite wrestlers. In this demo you've got a choice of four characters – Triple H, the super-slippery Rock, the infamous Undertaker and, last but by no means least, the over-sized Stone Cold. Taste the sweat in a single match that can be played with or without a mate.

Controls

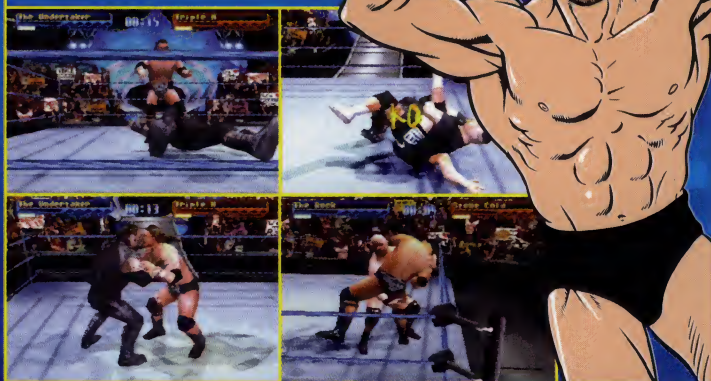
- | | | | |
|--------|---------------------|---------|-------------------|
| ←↓↑→ | Move wrestler | ▲ | Run |
| × | Striking attacks | ←↓↑→+▲ | Climb turnbuckle |
| ● | Irish whip to ropes | ←↓↑→+R1 | Climb out of ring |
| ←↓↑→+● | Grapple attacks | ▲ | Slide into ring |
| ■ | Reverse/counter | R1 | Tag partner |
| | | ↓+● | Pin opponent |

Additional Features

Create your own wrestler in the full game.

Further Information

Smack on *PSM* 34's 8/10 score (page 68).



MUPPET RACEMANIA

Publisher: **Sony**
Style: **Hart racer**
Program: **Video**

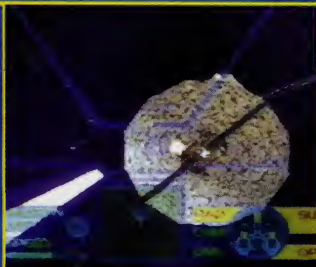
If anything brings back happy childhood memories, it's Miss Piggy, Gonzo, Kermit and the gang. At long last Sony has taken it upon itself to bring your favourite characters to your PlayStation in their very own racing game. So sit back and enjoy the video. Just watch out for the hecklers in the boxes...



STAR IXIOM

Publisher: **Sony**
Style: **Space strategy**
Program: **Video**

Our more mature readers may be familiar with a game called *Star Luster* and will be pleased to hear that it has received a bit of a revamp (and a name change) since its days as a coin-op. In case you missed the phenomenon, *Star Ixiom* is set amid a 25th century space war and puts you in the driving seat of a space fighter plane – may the Force be with you...



UEFA CHAMPIONS LEAGUE

Publisher: **Eidos**
Style: **Soccer sim**
Program: **Playable demo**

Have a friendly match between Manchester United and Chelsea. Either play on your own, or with a mate if you prefer.

Controls

Basic In-game Controls

- ←↓↑→ Movement

Without Ball

- × Tap for foot-in tackle
- Tap for sliding tackle
- L1 Hold for sprint
- R1 Tap to change player

With Ball

- × Tap to pass
- Tap for high pass/Hold for greater distance
- R2 Tap to kick/Hold for greater distance
- Hold for power shot
- ▲ Tap for through ball
- ▲ Tap to cross when near opponent's goal
- L1 Tap to knock ball ahead
- L2 Hold to zoom in camera

Ball In Air

- × Tap for passing header
- × Tap for looping header when in opponent's area
- Tap for shooting header
- Hold to volley
- ▲ Tap to control ball

Goal Keeper (ball in hands)

- × Tap to roll ball out
- × Hold to throw/kick ball
- Tap to drop ball to feet

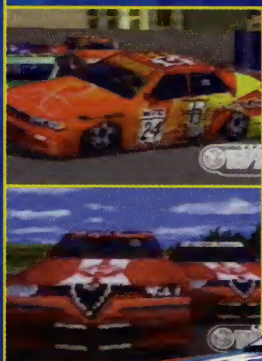
Further Information

Check out page 80 in *PSM* 34 for a review.



WORLD TOURING CARS

Publisher: **Codemasters**
Style: **Driving sim**
Program: **Video**



Codemasters' update to its successful TOCA series has ditched the British Touring Car Championship rules and has opted for a more international flavour. The selection of 23 real-life tracks includes the American Laguna Seca Raceway. This time the 43 cars' handling and, should you spin out of control, damage is more realistic. So get ready to take a sharp left and a hard right straight to your local games shop soon...



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THE FIRST LOOK!

SOUL REAPER 2

RAZIEL IS BACK!
AN EXCLUSIVE LOOK AT PLAYSTATION'S
BLOOD-SUCKING BEST

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limpbizkit



Big shorts, big attitude, big sales. Limp Bizkit are rather big in the US right now. *PSM* chained them to the PlayStation to see if they have big moves...



Limp Bizkit - white boy rap metal merchants and current flavour of the month.

"I'm waiting for PlayStation2, and the Limp Bizkit game"



What? A Chocobo? A secret Guardian Force? The moment has sadly passed as Sam gets belted around the ear with one of Raekwon's slaps.

"That was dope," says a shocked Sam.

"Yeah, that's phat..." affirms John, thoughtfully.

On to the subtleties of American football then, and *NFL Blitz*. *PSM* adopts the tactics of a true champion - subterfuge and deceit.

"You played this before?" asks John, suspiciously.

Ermmm, nope. *PSM* acts innocent. We lob a bomb over the top, plucked from the air by our star wide receiver, who's promptly hammered by one of Sam's heavy-weight linebackers. Damn.

Sam's amused, chuckling to himself, "Man, this is funny." As our player hobbles from the field, "He's hurt and s**t. This is like cool 'cos you can beat people up and stuff."

At which point Chief Bizkit, Fred Durst swaggers in. "Those graphics suck," he barks. "When's that PlayStation2 coming out? That's the one I'm waiting for."

John waxes lyrical about the game. "There's some dope moves on it, dude. You can like kick people and s**t."

...and *PSM* wins the shirt off his back! Limp Bizkit bassist Sam Rivers - the hardcore gamer.

Mr Durst takes the hot seat, visibly unimpressed with *NFL Blitz*.

"I'm waiting for PlayStation2 and the Limp Bizkit game," announces Durst to the assembled throng. "I have an amazing idea for it as well - a genius idea - but it's gotta be on the new one because I ain't going for no half-assed graphics."

What's it going to be? *Spice World* with guns?

"No. Totally different concept, more like *Tomb Raider* with stacks of different worlds. It'll be phat, man. You could choose different members of the band. It wouldn't be a fighting game, but it'd be really cool to have, like, weapons. That would be phat, like really killer chainsaws."

Durst's working himself into a lather, "I think it would work in either the real world or totally made-up dimensions. I'd want it in a world like Lara's where it just goes on forever. Those things look pretty real to me. I get quite obsessed..."

Into *Tomb Raider* then?

Durst goes quiet and suddenly very serious, "*Tomb Raider*'s the phattest game in the world..." It seems like games play a major part in his life.

"I started playing *Pong* and I played *Asteroids* and *Pac-Man*, *Joust*, *Defender*... I love videogames..."

It's time to show Mr Durst that our favourite little grey box still has some life in it yet. *Tony Hawk*, come on down...

"*Tony Hawk*'s is the best game they've got on there," confirms John.

"Is it phat?" asks Fred.

"Dude, it's sick..."

Indeed. We kick off with a game of *Horse* which sees *PSM* racking up the points, leaving Fred to struggle with his nollies. He tires quickly.

"Can't we cruise around a bit and s**t? This on PlayStation2 would probably be unbelievable."

Fred dives into the Warehouse level and begins to pick up skills. Simple grinds build up into elaborate spins.

"I like this game. Just give me a couple of days practice, dude, this is addictive."

After every two-minute run he hits re-try, again and again. What does he think now?

"I think it's dope... I think it's the best game I've ever played."

Big-shorted, rap metal band like skateboarding game. Who would of thought it?

Limp Bizkit's current album *Significant Other* is out now.



"Ohh, man... That was a Mike Tyson punch right there." A large American gentleman in a beanie tastes the pain with the *Wu-Tang Clan*. His accomplice, a small, chimp-like chap, is in the process of whacking him in the head with Method Man's mallet.

Welcome to the world of Limp Bizkit, white boy rap metal merchants and current flavour of the month. Think Beavis and Butthead meets Bart Simpson in a head-on collision with Rage Against The Machine.

Aside from the usual entourage present at this sort of occasion, we only have the pleasure of two of the Bizkit boys... Voice of the yooof and face of the band, Fred Durst, is due to turn up later. Wes the guitar player doesn't play videogames and DJ Lethal, formerly of House Of Pain, is hung-over and in bed. It's three in the afternoon. Let's get to work...

"Are Raekwon and Inspectah Deck in here?" asks Sam Rivers, the band's bassist. Indeed they are, confirms *PSM*.

"Deck's got a phat album. It's killa. I wanna see Method Man." See, what these boys want, they generally get. Their latest album, *Significant Other*, shifted millions of copies in the US, thanks to non-stop touring and their breakthrough single - a bizarre cover of George Michael's *Faith*, followed by the *Rage*-friendly, *Nookie*. The *Wu-Tang* game is kind of fun, but we need something closer to home to appeal to the good ol' boys from Jacksonville, Florida. *NFL Blitz 2000* gets lifted from the *PSM* satchel.

"Huh?" says somewhat 'sleepy' drummer John Otto, pulling his hat further down across his eyes, "Let's have just one more go on this." *Taste The Pain* stays on.

"The only PlayStation American football game we had was *Madden*," explains Sam. "We had that three or four years ago when it first came out. We used to bet on that s**t. Oh my God, we were so mad at each other. I never got beat on that tour though..." Presumably that's what paid for the diamond-encrusted Rolex hugging his wrist.

As it turns out little Sam's something of a gamer from the hardcore end of the spectrum.

"I've been playing *Final Fantasy VIII* a lot. I'm pretty far in on it, but I didn't touch it the whole tour. I had too many other things going on. I'm mostly trying to get a, uh, h..."

Chief Bizkit Fred Durst chews the phat with *PSM* during a session of *Tony Hawk's*.





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